



Game Informer

MAGAZINE

\$3.95
Yeah! Baby!

DRIVER

An Interview
With Reflections

**SONIC
ADVENTURE**

Blasts To Dreamcast

**MARIO
PARTY**

Nintendo's Dirty
Little Secret

**SYPHON FILTER
LICENSED
TO KILL**

www.gameinformer.com

\$3.95 Canada \$4.95 UK £2.95



March 1999

Vol. IX • Issue 03

#71

**I'M THE GOOD AND THE BAD.
YOU'RE JUST UGLY.**



1976 1977 1978 1979 1980 1981 1982 1983 1984 1985 1986 1987 1988 1989 1990 1991 1992 1993 1994 1995 1996 1997 1998 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 2026 2027 2028 2029 2030 2031 2032 2033 2034 2035 2036 2037 2038 2039 2040 2041 2042 2043 2044 2045 2046 2047 2048 2049 2050 2051 2052 2053 2054 2055



away - Dufon's placing serious heart!



Duke-match, bodaj 11. Multiplayer fraagin' in split screen v 60-60.



Guns, girls and time travel
A century of Duke attitudes



Find the Wild West! Victorian
English Post - Applesauce NYC

**A FISTFUL OF ATTITUDE...
TRAVELING THROUGH TIME...
TAKING OUT ALIEN TRASH...
A MAN CALLED DUKE.**

DUNK NOCKER ZERO HERO™

ONLY ON NINTENDO 64

SOUNDTRACK AVAILABLE ON RED INTERACTIVE RECORDS Visit us on the web: www.duke-nukem.com

Available at your local retail store or visit www.cheers.com for more.

NEED A HINT? CALL
1.800.CALL.2GT



ab. C-2 (up from 91 specimens) retained 66 (or 72 percent) specimens. 18 and 19 (and 22 and 23) retained 100 percent.





XS-SPFED

XS speed, awesome competition and the pulse-pounding exhilaration of flying by cars at speeds in excess of 300 MPH.



Windows® 95
PC CD-ROM



DEVELOPED BY
Real Sports™



RACE WITHOUT LIMITS.



RACING

Arrives March 1999

www.xscomputers.com • www.jeffgordonracing.com

XSC (tm) is a registered trademark of American Software Corporation. © 1998 American Software Corporation. Jeff Gordon's XS Racing™ is a trademark of XSC Computer. © 1998 XSC Computer, Inc. Distributed by Real Sports. © 1998 XSC Computer, Inc. XS Racing is a registered trademark of XSC Computer, Inc. No. 1000 PMA License Agreement and XSC or Limited License Agreement and the XSC logo are trademarks of XSC Computer, Inc. All rights reserved.

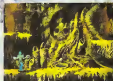
This Odd's for You.



Save the Mudokons and save your game anywhere!



Abe gets all emotional! More panic! More talking! More pleading!



Tons of cool new power-ups! Invincibility! Healing powers! And more!



Flesh-eating Fleeches! Undead Mudombies! Bone-grinding Greeters!

"...everything the previous game was and more... an incredible gaming experience."

- EGM

"Exoddus easily earns a place among the PlayStation's best this year."

- GamePro

"Improvements and pluses that will delight all the old fans and the countless new ones."

- GameFan

"...even better - and odder - than the original."

- Official PlayStation Magazine

"...combines stunning graphics and engrossing gameplay."

(★★★★ out of four)

- USA TODAY



In odd we trust

Available at your local retail store. Order direct at www.oddworld.com or call 1-800-810-8183



NEED A HINT?
1-800-CALL-267
GO TO
www.oddworld.com
for the latest news, tips, and more.
Only on PlayStation 2.



Oddworld: Abe's Exoddus™ is ©2001 Oddworld Inhabitants, Inc. All Rights Reserved. Created by Oddworld. Published and Distributed by GT Interactive Software. Sony, GT is a trademark and the GT logo is a registered trademark of GT Interactive Software. Other PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Electronic Arts and EA GAMES are trademarks of Electronic Arts. All other trademarks are the property of their respective companies.

Here's a Question

The Dreamcast is supposed to come with a VMU on the controller; do you think Nintendo will make a similar one to plug into the N64 controller?

Ben Boydell
no.gta.net

The VMU (Virtual Memory Unit) is an accessory much like the N64 Controller Pak, but the VMU has small control buttons and a LCD screen. To some extent Nintendo already has a device

that is even better than the VMU called the Game Boy. There has yet to be a device to use the Game Boy along with the N64. However, Nintendo has already released a GB Pak that works with Pokemon Stadium. The GB Pak allows you to plug in a Pokemon card from Game Boy and use the data to fight Pokemon on the N64. Who knows what other Nintendo has up its sleeve?



A 128-Bit What?

Have you heard anything about a 128-bit Sony PlayStation coming out in May?

Richard Burton
Sem Houston State University - shsu.edu
The 200+ MHz PlayStation will come out in mid to late 2000. Forget about bits and think RAM and MHz.

Unfair for Kids

I've read your mag a lot, and I found out about the female gamers out there, and I've noticed that there are no letters in Dear GI from kids (either I'm the first kid to send a letter to you or you guys are forgetting us). There are kid gamers that shall make the future of gaming. I'm also speaking for other kids that we should be noticed. Games like Rascal are not the type of games a kid will like!

Brian Taskeimon
va.earth.com

It's very hard for a company to design and market games toward "kids" because that is a very broad term. We're sure you know a few people older than you who can't even figure out the first level of Crash or get past the Deku Tree in Zelda. We're not forgetting you, we are you. Game Informer is a big group of kids.

Dear GI Correction

In the January 1999 issue, you listed the pronunciation of Chocobo as cho-ko-bo, whereas a dissection of the Karyu would say that it would be cho-ko-bo, with all long "O's".

Also, you listed the star of Metroid's name as Justin Bailey. After you woke up, you probably remembered that her name was Samus Aran, and that Justin Bailey was merely the code you put in Metroid (N64) to play as her in a swimmer. Besides, you probably used that code enough to memorize it anyway.

Chris Harn
no.flash.net

We received a bunch of letters concerning the Metroid fiasco. We added Koro of Samus, but Paul, in his infinite wisdom (and crazy logic), devised some allegory that Justin Bailey was an alter-ego thing like Superman and Clark Kent. She's a babe nonetheless. Thanks for both corrections, but we have adopted a new backwards pronunciation "cho-ko-bo." It works best in a sentence like: I been 'campa'ed so broad me one of 'em gold cho-ko-bo's all week.



GI Shouldn't Be Polite

I have never written to you guys before, but I was reading your latest issue and I just had to say a couple of things about one of your letters (GI #169, GI Should Be Polite). First please don't EVER stop replying with a hint of attitude. Honestly it's the first part I turn to when I get an issue. Some of your replies have had me laughing all day (I'm not kidding but, they really are hilarious).

We readers can take it and letters would just be boring if all you guys did was suck up to us. And finally, a comment to the author of that article, whenever you are I agree with you that we are not in grade school anymore...so stop whining like a two-year-old. Thanks for your time guys. Keep up the great work.

Joe Hackett
via hotmail.com

PS: Say something rude to me just to prove a point.

You are the most pathetic Virtual Boy-players! Pepsi One-drinkin', Star Trek-in-between-and-Star Wars-thinkin' excuse for a gamer we have ever had the displeasure of corresponding with. But we are glad you see the sometimes humorous side of Dear GI.

The World Is Coming to an End!

Stop! Drop! Kneel! Die! Hide your N64s (but not Sony PlayStations and Saturns) and get into a bomb shelter! Because of the new Dual Shock analog control, the world is so lame that the N64 god is going to go crazy and will kill us all! Run Andy and hide Paul! The world is coming to an end! But before it does, what TV shows do you want to see in video games?

Chaf John Beakie
no.col.com

We already have a gamma-shielded bunker in the works and you can come over and cook for us. Plenty of mac and cheese for Andy and a hamper! I hope of grilled food for the rest of us. As far as TV shows to games, VP starring Pamela Lee wouldn't be bad. At least it may have good comedic value, as would Celebrity Deathmatch. The only problem is you would have to have an extensive character edit menu. All those stars would get ticked if a game company used their names without paying. Other than that, Jerry Springer Vs. the World has a good ring to it.

The Reason Why I'd Wait

In all of your strategy guides you always are the first ones to print it in the first issue you can draw it in, but you miss little things. A person can think to himself, "Why the hell do I follow this guide? I'd be better off just buying a guide for \$10. Screw this."

Bob Kaczynski
no.hotmail.com

What are you thinking? That is some seriously messed up logic for a couple of reasons. First, just think how much you would miss if we didn't "errm it" into one issue. What a mess it would be, paging through three or four issues for a guide on one game. Second and most importantly, this magazine is less than \$1.75 per issue when you subscribe - nearly 10 times less than the cheapest strategy guide. Do you have unlimited funds to buy strategy guides? Most gamers we know would rather spend money on games. You can wait for the more expensive guides while the rest of the GI-familial laugh all the way to the bank.

Adjust Your Attitude

People in November & December had attitude problems. Your mag is the best. If they want a magazine with advertisements on every page and about four words about gaming per page they can switch, but I like your mag. Your reviews are great and I always know when games are gonna come out before anyone else. As for the former mag subscriber Cody Miller, what's the point in having a game if all your going to do is follow instructions on how to beat it? I recently played P4 with a guide, and I knew everything that was gonna happen. I never got the thrill of finding things out for myself and saying, "I wonder what this does!"

Tammy Smith
Hennysville, IN

Good point. We think the proper use of a guide is to read it only when you're stuck. Yet, some gamers get stumped more frequently or have short attention spans, so they go straight for the guide and follow it religiously. The only benefit of following a guide word-for-word would be if you had a rental and wanted to beat it before it had to be returned.

Envelope Art

March Winner

Andy Madolara, Wahiawa, HI

Dreamcast Review at Tokyo Gaming Show

I just want to express my gratitude to all of you guys. I bought your December issue yesterday and I was very pleased when I read your review about DC at the gaming show in Japan. So far, you are the only mag I've seen being honest about it and not praising this new console blindly. You said exactly what you thought about Sega and I really do appreciate that.

Fred Fobben
ME 001267

I just had to say this after reading your [December] magazine. That's the last time I will buy your [] magazine! This is the first time I read negative news about the Dreamcast! Everyone is completely blown away by the Dreamcast, yet your writer came away unimpressed from the show! That means he knows s... about video games! Period! That's a fact! You are really Sony-a...! kid!

Gaude Jonsson
via hotmail.com

This just goes to show you the incredible dichotomy of views we get on certain subjects. Please remember that in many parts of our magazine we are presenting opinions which can be recognized easily by the frequent use of "I think" or "we think." Other times we try to disguise our opinions as facts, as in the case of the Green Boy Packer: "It actually takes 2.5 Packer teams to beat the Vikings!" See how easy that is? You don't have to take anything we write as the truth.



we are just trying to present enough information (both facts and opinions) to help you enjoy video games just as much as we do.

Piracy on the Net

While checking out various games for my beloved PlayStation on Ebay.com, an online auction service, I noticed several people selling their "backup" CD-R (rewritable) versions of popular games. Now, we all know software piracy is illegal. However, I tried going to the game publishers' websites to alert them via email, and went into a loop of confusion. Why do game publishers make it so difficult to try to HELP them? I realize Capcom doesn't want LJ Jerry to send them 10 commences a day on Resident Evil, but shouldn't there be an easily reached email address to contact them? Please do the honest gamers of the world a favor and (A) post an email address of the top game companies, or (B) offer some words of wisdom as only the editors of GI can.

the public to contact a company, but most of them have public relations (PR) departments or consumer service lines you can contact by phone. Email is an entirely different story as you can't call directory assistance (or scan the white pages) for a number or address. However, anyone with a brain and a mail server will set up a general email account at postmaster@company_server. In your case, postmaster@capcom.com should work. It is also important to get their attention with subject lines like ATTENTION LEGAL DEPT. or PIRACY ALERT if you want to let pay dirt. A game company may get thousands of emails a week so it may not be the most efficient way to contact them. We hope that printing your letter will increase the odds.

None withheld upon request
We checked out the site and found the same thing you did. It is always difficult for



Rikimaru and Ayane would make great guests on Love Beat: The New Wave. Think of funny and wacky situations they could get into.

Lennie Watts
Chicago, IL

Lennie Vs. Ninja? We'd have to say the next question Lennie will be asking himself is how the heck is he going to get his boot back.



San Nguyen
Woonsocket, RI
You'd think that Nintendo would pay the little "teller" better.

J. Guertner Hackensack, NJ
Now that's a nice piece...of art.



Anonymous Glendale, WI
Spawn stands strong as the defender of all that makes McFarlane money.



Kassim Douglas
Queens, NY
Yee-haw! That crazy Ken just went and shot himself off a fireball.

Syphon Filter™

GAMING WITH A VENGEANCE

"When I first saw this game, I looked at Gabriel Logan and thought to myself, 'that guy looks like Steven Seagal'—weight problem and all." But as time went on and I played this game more and more, Gabriel took on a whole new personality. One that I liked. This guy is the personification of every action hero. Not only can he kick-butt with a gun, but he can think quick in a tough situation. The action in *Syphon Filter* is fantastic, with intuitive controls and levels that actually force you to use all of Gabe's abilities. From all-out blasting affairs to hairpinning stealth assignments, Syphon keeps the action varied. But the best part of this game by far, is the story. I actually read every mission briefing and watched every movie. This game isn't perfect, but it's close enough for me."

ANDY THE GAME PROFESSOR

Concept
9
Graphics
9
Sound
8.75
Playability
8.75

Entertainment
9.25

9

OVERALL

"When you first see this game in action you may think that the main character has some kind of just dysfunction or he's on a horse too long. Once you start picking off snipers and gunning down terrorists, you won't care. Sure this game isn't on par with the graphic quality of *Metal Gear*, but the control is awesome. The lock-on targeting is very innovative and that makes the game extremely entertaining. It took me a few times through the first mission to get the control down, but after that, I felt like I was Nicki! but like Stallone in *Cobra*. The only problem I had with the game are the mips which, on many stages, totally confused me. *Syphon Filter* is an excellent spy thriller that has non-stop action. If you like *Metal Gear* or *Tomb Raider*, you should love this game."

PAUL THE GAME PROFESSOR

Concept
9
Graphics
9
Sound
9
Playability
9.5

Entertainment
9.5

9.25

OVERALL

"*Syphon Filter* is a not. At first, I cared for its little graphical flaws and different controls, but I soon found myself drooling more than spraying spitfire. The mission objectives and levels are designed very nicely, throwing you into a Die Hard/James Bond-like atmosphere. I also became completely engrossed by its use of stealth. Sneaking through caverns and applying a headshot to a target is just as addictive and useful as slitting throats in *Tenchu*. And yes, you can sneak through levels unnoticed, removing the tedium of every enemy along the way. *Syphon Filter* doesn't really offer up too much in means of replay value and the ending and last boss are very anti-climatic, but as a whole, it's an admirable release that fans of the action genre won't want to miss. I found it just as enthralling as *Metal Gear*."

REINER THE GAME PROFESSOR

Concept
9.25
Graphics
8.25
Sound
7.75
Playability
9

Entertainment
8.5

8.5

OVERALL

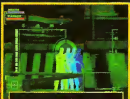
After a thrilling 1996, PlayStation gamers have been abandoned and left out in the cold with a killer hangover. We chugged-lugged *Metal Gear Solid*, and slammed shots of *Tenchu: Stealth Assassins*. We partied hard (way too hard), then arose to a barren new year. This happens each and every year. And instead of delivering new product, the video game industry crawls into a cave and hibernates until spring. For those who just got their hands on a PlayStation, this really isn't a bad thing. It grants much needed time to snatch up and breathe in the classics. But for those who've been gaming hard-core since 1995, this is a trying time.

So what do we do to pass the time? Bite our nails, hypothesize about what E3 will bring, read up on as many forthcoming games as possible, and pray to the gaming gods that a holiday delay will wash over and release during this dead season. Last year, *Resident Evil 2* released in January. We played it until May. This fall, hits gamers in the same way that walking through the desert would. We're hungry, thirsty, and slightly delusional. We need new games, a steady fix, not the shaft.

This year, our industry has been touched by an angel. And no, it's not a figment of our imagination. 989 Studios has answered the howl of the hungry and has trenched into this wasteland, first-aid kit in hand. Its new release, *Syphon Filter*, is a big time title. It could easily sell through the roof during the holiday season, and give the *Tomb Raiders* and *Metal Gears* a run for their money. But instead of rushing it out incomplete for Christmas, or holding it 'til summer, 989 Studios is releasing it now during the fall, with very little hype behind it. But if we know anything about the way gamers think, they'll sniff it out from a mile away and spread the word to their friends across the internet and in the school halls. *Syphon Filter* will prevail as a highly coveted piece of software.

Stealth Master 2000

If you follow the charts, then you'll see that *Metal Gear Solid* is still a top 10 seller, and, so is *GoldenEye*. Can you believe that? *GoldenEye* has been out for over two years, and it still tops the charts! *Syphon Filter* has the chance to join these two elite (and immortal) games. It throws out a little



Which trail is he??



Blood looks good on white.



Unfired.



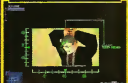
Sneaking will give you an advantage.



With wonderful gadgets comes wonderful graphics.



Use the auto-aim to zoom from one enemy to the next.



Even if they big for mercy, let them have it between the eyes.



If you're gonna' hit him, do it in style. All hail the head shot.



Fire in stride.

GoldenEye: here and a little Metal Gear there. But mostly, it throws a ton of innovation in your face.

Stealth. If you know what this word means to the current video game scene, then you've probably quit reading this article and are tap dancing your way across the floor, out the door, into your car, and off to the closest video game retailer. Last year, stealth played an enormous role in the action genre, and catapulted lesser-known games (like Tenchu) into the spotlight. Sneaking up on enemies and slitting their throats or choking them to death is quite invigorating—and even more so—addictive as all heck. In Syphon Filter, stealth is used from beginning to end, but quite differently than we've used to.



The flashlight illuminates dark caverns.



Gabe could have been a pyromaniac.



Now where's that silly hunchback and his singing gargyle friends?



Incoming!!!



PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Auto & Manual Targeting; Zoom & Heat-Sensitive Sighting; Sneak Buttons; Objective-Based Levels; Allies; Danger Meter; Radar; Memory Card, Analog & Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** Eidos for 980 Studios
- **Available:** Now for PlayStation

Bottom Line:

9

Gabriel Logan, the main character, doesn't like to get too close to the opposition. He wants them dead, quick and painless, from a safe distance. So instead of approaching, you duck out of the way and observe from afar. Gabe comes packed with many tools for the upcoming job. He's most fond of the Silenced 9mm. But he also relies heavily upon a Sniper Rifle and Nightvision Rifle. So from a secure locale, Gabe must document his prey's movements and surroundings. If another individual is nearby, he must wait and simply watch. Or if a gas tank is in the vicinity, he must calculate the angle of his shot. Because if he fires and misses, the alarms will sound or he may end up indirectly blowing himself away as well. When the enemy is alone, Gabe will need to be quick, leaning around a corner (just like in GoldenEye) and applying a swift head shot. On the other hand, stealth cannot be used in some scenarios. During these sequences, you'll need to run with M-16 in hand, lock-on to the enemy, shoot over the shoulder, drop and roll through a glass door, then reload for the next opponent.

As it sounds, the gamer will have to have the dexterity and hand/eye coordination of a god. Syphon Filter's controls are complex, but allow the player to be exact in his or her movements. In such, the duck and sneak and crouch and roll maneuvers will need to be mastered if success is desired. Firing a weapon is just as difficult. Gabe can lock-on to a specific enemy, target on his own, and even zoom down to a stationary first-person perspective for even better targeting. At first, the controls seem to be a serious problem and too much of a hassle to handle. But if you haven't heard it before, only through time, will you find they are nearly perfect.

Sometimes, the enemy isn't the only concern or target. Gabe will also have to complete objectives on each level before heading onto the next. Seek and destroy, assassinations, rescue missions, and detective work are all involved. Some of the levels are a breeze and easily navigated, but others make you fall on your knees and rejoice after each and every hard to reach checkpoint is crossed.

Syphon Filter is a great looking game. From the tracer bullets to the blazing infernos to simple changes in lighting, the graphics will blow you away. As will the story. If you want to be a part of a good drama that is heavy on action and mystery, then give Syphon Filter a whirl. After each mission the story is brought to life with introductory briefings and lengthy FMV cuts.

PLAY TO PERFECTION

A GAME MONDAYS STARTS 4:30 PM

WARNING:

This guide reveals elements of the game you may want to discover by yourself, thereby possibly reducing your enjoyment of the game. USE AT YOUR OWN RISK!!

Supernatural

Basic Training

Head Shot – The head shot is crucial to success. Use it often, especially on Flak Jacket-clad opponents, but don't overuse it. There are times when the standard targeting is very efficient. But when using the head shot make sure you line-up beforehand, as it will put the cursor closer to your target. Pay attention to the size of the cursor as well, since it will indicate when you have honed in on the enemy.

Sneaking – Not only will the sneak button give you pin-point control, but it will also allow you to move around in silence.

MISSION 1 - GEORGIA STREET

OBJECTIVES

- Eliminate Kravitch and destroy comm array
- Protect CBDC bomb squad
- Turn off power to terminal security doors
- Tag bomb in terminal
- Eliminate Rhoemer

PARAMETERS

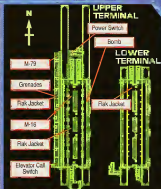
- Don't eliminate CBDC agents
- Avoid damaging viral delivery system or bombs

Head west past the burning police car and enter The Place. Work your way back through the winding hallway and stop at the wooden crate. Make a note of the terrorist located in the small room (Reference 1). Ignore the room for now, and continue to the back of the bar. Before you enter the last room, peek around the corner and use the Sniper Rifle (Sniper Point) to head shot Kravitch for an easy kill. Also in this room, you'll find the Communications Array. Blast it to kingdom come and you'll be awarded with a checkpoint.

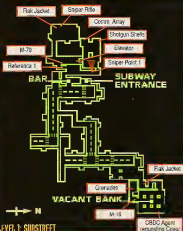
After this brief gun light, leave The Place and head east to the vacant bank. Once inside, protect the CBDC agent by blasting anyone not fitted with funky yellow duds. When the bomb is disarmed, exit the bank and head east to the subway. Damn, it's blocked! The elevator that Xing is referring to is behind The Place. To get there go to Reference Point 1 (See Map) and break the glass in the small room. Exit through the window and turn right toward the "No Trespassing" sign. Shoot the lock on the gate (all hail GoldenEye!), then smack the Elevator Call Switch.

Switch to, well... summon the vertical moving beast. Descend on the elevator to the upper terminal (yes you could have done this before, but the level would unfold in a strange fashion). With your flashlight on, turn to the right, and flip the Power Switch.

Now run like a madman to the subway and this time the door will be open. Once in the Upper Terminal, maneuver to the bomb just to your left. (Note: wait for the subway train to pass before crossing the tracks.) Tag the bomb and head to the Elevator Call Switch in the SW corner of the map. Take the newly raised elevator down to the Lower Terminal. At the far end of the platform, you'll find the final bomb. Oh no... it's doing.



LEVEL 1: SUBWAY W



LEVEL 1: SUBSTREET



LEVEL 1: ROOM COPY

Change Weapons (Start Button) in Tight Spots – A good tactic in this game is to change weapons with the Start button menus when you are under heavy fire or in a timed situation. This may just mean the difference between life and death.

Check the Map for Items – Since we don't know your inventory, this guide will not lead you to every item; however you will find them listed on your map. Grab whatever weaponry you need, and use it wisely.

Reload – Reloading your weapon should be a common practice as there is nothing worse than reloading during a heated battle.

Drop Down – Gabe's a great action hero, but he can't fall from heights of ten feet or more. So make sure you hang off a ledge before you drop by holding the X button as you approach a ledge.

MISSION 2 – DESTROYED SUBWAY

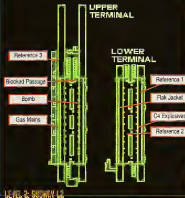
OBJECTIVES

- Eliminate Rhoemer
- Locate explosive cache
- Blow open passage to street and protect CBDC agent

PARAMETERS

None

Boil past the flames and cross over the tracks. Eliminate the unfortunate victim that emerges from the left (or simply let him die), then continue along the lit path to Reference 1. Hop up on the subway train and drop off the opposite end. Be careful. There's an annoying grenadier on the platform to the right. Snipe him. Turn on your flashlight and you'll find the C4 Explosives on the track. Now, trek to the other side of the center side and change your focus to the south and Reference 2. Ascend the platforms then shimmy across the pipe to the Upper Terminal. Take your first left and cross the center side to the far wall. Shut down the Gas Mares, turn, and head to the Blocked Passage (see Map). Plant the C4 and immediately run to the bomb located behind you and to the right. Fight off the terrorists, then casually glide to Reference 3. Follow the train cars to the end, but don't let your guard down. Beware the burning man!!



MISSION 3 – MAIN SUBWAY LINE

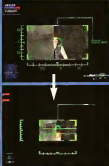
OBJECTIVES

- Eliminate Aramov

PARAMETERS

- Do not use grenades or train lines may be damaged

Wait for the train to pass then follow it to the center gaps. Don't be afraid to cross over and climb up on the medians as well. If you don't stop each time, the trains will smear your brains for miles. Timing is critical (if you master it, you'll simply zig zag from track to track). At the end (just before Columbia Heights) snipe Aramov right between the eyes. Can you say, "Murder she wrote"? Haha!!



MISSION 4 - WASHINGTON PARK

OBJECTIVES

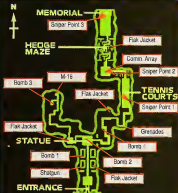
- Locate and disarm 4 viral bombs
- Rescue CBDC hostages
- Secure terrorist comm. array
- Eliminate trigger man Marcos
- Reach Freedom Memorial

PARAMETERS

- Do not kill any member of the strike team
- Do not damage any bomb
- All bombs must be defused in under 20 minutes

Step soft and keep an eye on your radar for terrorist activity. Stash yourself at Bomb 1 and protect the CBDC at all costs. The enemy will swarm from both sides, so keep your eyes peeled. Now, head to Bomb 2 (at the Statue). Again, hold off the dogs. To the west of the Statue is a small corridor. Head through it. Now, head to Bomb 3 (next to the man's rest room) and protect the man in the yellow radiation suit. An M-16 awaits atop the woman's bathroom. From here, head east toward the Tennis Courts. Along the way you'll run into Bomb 4. Protect your buddy, then continue on (at a more casual pace, since the timer is now gone).

The entrance to the Tennis Court is on the east side. Don't enter yet. From the doorway, use the Nightvision Rifle (Sniper Point 1) to take out the terrorist in the middle (the guy with the gun). At the edge of the grass (edge of the yellow flower bed), two badgies can be picked off from a great distance with the Nightvision Rifle (Sniper Point 2). Now, it's platform time. At the mammoth art structure climb to the top (accessed from the south). Access the communications array, then return to the ground (Warning! - falling will kill you). After this, enter the hedge maze further to the north. You'll find Marcos roving about in the maze. Add some lead to his diet then exit through the north. This next segment is cool. Sneak (using **AK**) down the path to the left all the way to Freedom Memorial. Then, just as soon as the terrain begins to rise, slap. Pull out the Nightvision Rifle (Sniper Point 3) and go to town. If you alert them, good luck surviving. All the enemies here are wearing Flak Jackets. When the action ends, walk up to the Memorial's door to close this case.



LEVEL 4: WASHINGTON PARK

MISSION 6 - EXPO CENTER DINORAMA

OBJECTIVES

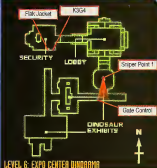
- Find Security Card Key
- Capture Aramov and Phagan alive

PARAMETERS

- Do not allow Phagan to die
- Do not kill Aramov

Find a secure hiding spot (facing the doors to the right of the lockers) and prepare for a nasty gun fight. All of the enemies that barge in are wearing Flak Jackets so shoot for their eyes. Keep an eye to the right for an approaching guard. With the room cleared, search the lockers for goods, then head through the open door. Run through the hallway and open the next door. Now "improvise" - jump and grab the pole. Slammy across and drop through the glass (keep pressing down to find the drop zone).

After dropping to the floor, gunfire will swarm in all directions, so move quickly and don't be afraid to rail off some ammo. Ducking into the alcoves near the gates is a great technique. Just don't sit still too long. From here you can pick off the guys on the far side. After they're gone, go to the other side of the center structure and then pick off the guy blasting from above. Kill the shotgun man on the ledge above and then grab the booty and Card Key 1 off his corpse. Now, head south to the dinosaur exhibit. Pass by the T-Rex (Sniper Point 1), and shoot the guard behind the gate. Swipe the Card through the Gate Control Panel, then turn around and wax the unexpected enemy on the move. Now, cruise through the gate and add two more to the death list. Blast your way through the windows on the wall-mounted fish exhibit. Then, sneak to the aptosaur (dinosaur) display. Shoot the gun out of Aramov's hand, then jump up on the tail of the thunder lizard. Careful! Several enemies are on the move; eliminate their threat before advancing any further. Then once the commotion dies down, run to the center of the lizard's back (just before the neck) and leap to the pole above. Now, slide to the right through the window and drop down to Aramov's stunned body.



LEVEL 6: EXPO CENTER DINORAMA

MISSION 5 - EXPO CENTER RECEPTION

OBJECTIVES

- Shadow Phagan to secret meeting
- Capture Phagan alive
- Find Security Key Cards

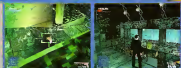
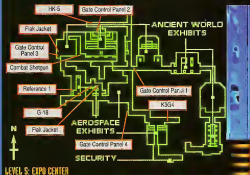
PARAMETERS

- Do not allow yourself to be spotted until you reach the meeting
- Do not shoot Phagan

You have to stay a good 20 feet behind Phagan, and not once be spotted by him or any of the guards. To start out, hop up on the ledges (to the left or right) and wait for the guard to walk down the ramp. Do what you must to put a bullet through his head without being spotted. Stay off to the side and ascend the next platform. Peer through the pillars to snipe the next enemy, then sneak to the entryway. Lean around the corner to the left and silence the guard. Continue sneaking. In Stonehenge, lean around one of the rocks and plug the guard at the next entrance. The next stop is the Egyptian exhibit. Again, lean around the corner to snipe the roaming guard. Carefully maneuver through Egypt. Before you leave, a guard will appear as soon as you round a corner. Flash before being spotted and line up a clean shot. Another guard awaits around the next corner. Now, enter the next room. A outoscone leads to the next portion of the level.

The first goal here is to blast Benton. Don't worry - you can be spotted. A snuffly head shot is still the best technique. Grab the Key Card from his corpse and cautiously walk to the west. Shoot the guard behind the gate and access the Gate Control Panel. Kick in the doors labeled "Museum Staff Only." Quickly back out of the room and lean around the corner to take out the two guards on the catwalk. Next, jump on the box (with the protruding blue object) and jump up to the catwalk. Shoot the lock on the door leading to the fan tunnel. Follow the tunnel, then shoot the lock at the other end. In the next room, pick off the guards on the left and right (don't slide down the ramp). From here, blow away the guards on the lower level. Now, slide down the ramp (or descend the blocks). One of the guards dropped a Card Key. Snatch it up, then walk around the pillars and shoot the three guards that appear. Now, ascend to where you just were. More guards are waiting below, kill 'em all. Now, enter the Card Key into the Gate Control Panel. From here, move as fast as you can. Slide down the ramp and run around the corner to the right, then quickly out to the left under the gate before it closes.

Around the corner, three guards await, another one is hiding out up above. Snipe them if you can, then grab Card Key 3 from one of the corpses. Input the Key into the Gate Control Panel (in the same room) and exit past the gate. Cautiously walk to the next corner and add a slug to the guards' diet (another enemy awaits below). Maneuver across the room and plug the next group of enemies, call the elevator (Reference 1) but don't descend just yet. Stand on the elevator and shoot the sparking call panel up above. This will launch you to the upper level. Follow the path, eliminating all enemies along the way (keep an eye out for the snipers beyond the windows). At the end of the hall, Card Key 4 sits. Now head back to the elevator and descend to the lowest level. Kick in the door and blast the patrols. Search the lockers, then kick in another set of doors. Enemies are everywhere! Take cover! Kill 'em (4 total). Use the Key Card and enter into the Apollo exhibit. Climb on Apollo and leap to the catwalk. Kick in the door and exit.



MISSION 4.5: BOSS - FREEDOM MEMORIAL

OBJECTIVES

- Kill Girdeux

PARAMETERS

- Do not use grenades or Girdeux's bomb may be damaged

Logan's a stud, but he'll have to cower for a second for this battle. Stay behind Girdeux (from a safe distance) and shoot his backpack. Immediately after he goes up in flames, run away. One hit from Girdeux will kill ya. Don't get stuck on the pillars and keep your distance from the fires. Extra ammo (M-16, Shotgun) and a Flak Jacket are on the outer rim. Girdeux will perish after a few hits.



MISSION 7 - RHOEMER'S BASE

OBJECTIVES

- Plant C4 Charges at 5 fuel tanks
- Eliminate Gabrek and collect Card Key
- Disable power to motion sensors
- Reach missile bunker

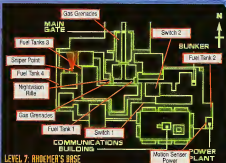
PARAMETERS

- Do not damage the explosive charges

First off, a decision must be made. The two enemies to the immediate left can either be eliminated (using the Gas Grenades located in the bunker directly ahead), or you can simply run by the bodies. Whatever you do, don't shoot them, or the base will be on alert. This level can be finished once you've been spotted, but it'll be much more of a hassle (and not nearly as cool). So stay out of the spotlights (shoot them out if you like) and snipe the bridge guard. Fuel Tank 1 is straight ahead. There's also a guard approaching from the left. Shoot him, then plug the guard above the truck to the right. Now, approach the Fuel Tank (don't place the charge yet).

Take out the Sniper Rifle and head shot the pacing guard to the left. Immediately after this, watch for a guard to the left (hidden behind the wall). From here, shoot the spotlight directly above and annihilate the guard to the south. Return to the Fuel Tank and plant the first explosive.

Now head south down the street to the power plant. Along the way there are plenty of enemies to remove - so keep your eyes peeled for white movement. Straight ahead awaits Fuel Tank 2. Plant the C4, then blow the lock off the gate to the power plant areas; there, in the back corner you will find the Motion Sensor Power. Press it. Now, head north, up onto the ramp and over the bridge. Sneak down the other side, letting the two guards pass by. When they leave the area, take out the stationed guard and the spotlight to the left. Now, follow the route



the patrol look. When you get to the trench, begin sneaking. Take your first right and you'll run into Fuel Tank 3. Avoid it for now (unless you really want the checkpoint). Sneak to the left so that the two guards (right in front of you) line up into one frame. At this point (Sniper Point 1), roll off two or three quick shots, killing both guards (nice trick huh?). The guards on the wall and the spotlight also deserve death. Give it to 'em. From here, you can plant the C4.

Continue west to the next trench. Drop into the trench and sneak. Pass by the guard and shoot him when you come to the end of the trench (peek your head over to see him). For the two guards on the other side of the wall, align the targeting cross-hair in-between them, then toss a Gas Grenade their way. Choose on this! With the enemy down, place the explosives at Fuel Tank 4. Now, head to Fuel Tank 5 (watch for the guard on the left behind the fence). At the Tank, plant the C4, then take out Gabrek in stride. Use the Card Key he drops to open Switch 1. Head through the streets to Switch 2. Throw it and head through the gate to the bunker. Enter it.

MISSION 8 - BASE BUNKER



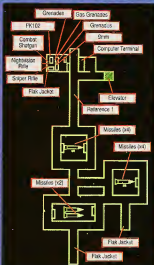
OBJECTIVES

- Catalog 10 enemy missiles
- Reach combat building roof

PARAMETERS

- Do not damage the missiles (duh!)

The trick to this level is to lean around each corner and snipe the enemies that appear. Also, target the switches on the wall to remove the lasers (revealing your path). Whenever you hit a switch, expect someone to jump out and open fire. After all ten missiles are catalogued (you have to touch each individual missile), head past the last series of lasers (Reference 1) and turn around. Two enemies are trailing behind you, peek around the corner and plug them. Enter the room with the windows and access the computer terminal. This will open the door across the hall. Enter this room and blow away the enemy in the shadow. Quick reflexes are needed for this feat. Backing out of the room and sniping from a distance works well. After the fight, search this room for tons of ammunition. You'll need it for the next boss. Now, head to the elevator.



LEVEL 8: BASE BUNKER

MISSION 8.5: BOSS BASE TOWER

OBJECTIVES

- Disable radar tracking
- Shoot down attack helicopter

PARAMETERS

None

Along the perimeter two boxes contain Flak Jackets and two others hold PK 102s. The first thing to do here is hit the Radar Tracking Overmode (located on the tower). As soon as you do this, the attack chopper will appear. Avoid its machine gun fire, and attack (with any firearm) when it retreats (for another pass. Hold L1 to stay locked onto the chopper and reload when it begins to turn back toward you. After you unload a few rounds (okay, maybe tons), additional enemies will drop from the chopper. The heli will also unload a ton of rounds on you. Hide behind the tower, then remove the ground troops with the Combat Shotgun (for quick removal). Simply repeat this process until the chopper is defeated.

MISSION 9 - BASE ESCAPE

OBJECTIVES

- Escape through main gate

PARAMETERS

- Do not damage the explosive charges
- Do not damage the missiles

Right off the bat, a Flak Jacket awaits behind you. The Combat Shotgun is a great weapon for this level. Just run and plug. Don't worry about slaying every enemy; if you can get away safely, then don't waste the ammo. Simply follow the line on the map, and you'll be free in no time. About the only trouble is the guard at the gate. He's wearing a Flak Jacket. Just start shooting from a distance and he'll be dog food by the time you get there.

MAIN
GATE



LEVEL 9: BASE ESCAPE

MISSION 10 - RHOEMER'S STRONGHOLD

OBJECTIVES

- Eliminate Rhoemer's 10 scientists
- Administer antigen to 6 test subjects
- Find Security Card Keys
- Find entrance to catacombs

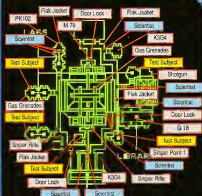
PARAMETERS

- Do not kill any human test subjects

Move to the eastside (right) of the rooftop and drop to the flat ledge below. This ledge is actually a handy walkway. When you veer around the corner, a terrorist will shoot through a stained-glass window. Blow a hole in him and enter into the window. Take the hallway to the right and shoot the scientist. From the hall, take the first right and save the two test subjects by administering the antigen. Leave the room and continue down the hall. Around the corner (next to the boxes), shoot the monk hiding in an alcove. Pass by the Door Lock and sneak to the edge of the next corner. Shoot the monk and then plug the scientist as well. In this kind of situation, always shoot the monk last. Save the scientist for whatever sadistic torture you fancy. Now, head into the first lab and save Lab Rat 3. Continue down the hall to the next lab. Be cautious, the jaws with guns are everywhere. Use the crates for cover, then enter the second lab. Administer the agent on Test Subject 4 (the one that's moving), then continue down to the next lab. Eliminate the scientists and grab the Key Card.

Now, return down the hall from the direction you came. Be warned, more jaws have entered the vicinity. At the end of the hall, swipe the Card Key through the Door Lock. Kick in the large wooden doors and ascend the wood crates. Snipe the angry jaws on the other side of the room. Maneuver to the dead jaw's position and exit through the window. As you step out, blow away the three jaws in the nearby area. Kill the scientist in the window to the left. Snatch the next window and enter. Blow away the monk around the corner [grab the chandelier on his head if you like] and slay on the trail. Say some prayers for the next scientist, then enter the lab (see Map). The second you enter this room two frenzied jaws approach, so spin and annihilate them. Save Test Subject 5, then step onto the path once again. At the end of the hall (Sniper Point 1), send a speedy death to the two Flak Jacket-wearing monks, then assassinate the scientist (who's the bad guy here?). Steal the Card Key from the scientist, then use it to open the door.

As soon as you open the doors, hide, and seek out the jaws. You know what to do. Next, ascend the crate at the end of the library. Climb up to the next floor and work your way around to the other side. Use the box to reach the



LEVEL 10: RHOEMER'S STRONGHOLD

library's highest point. Break the window and kill all who step in your line of sight. Run across the path and enter the window straight ahead. Kill the monk on the lower level, then drop down. Take immediate cover and shoot the monk located on the other side of the window. Enter into the lab and administer the antigen into the last test subject. Now, descend the ramps [destroying all who challenge you]. Grab the Card Key from the scientist. Now at night, before climbing over the crates, shoot the chandelier down onto a monk. Destroy the others, then repeat the chandelier tactic. From here, plug the scientist and head up the ramp. The enemies swarm from everywhere up here, so move fast and take 'em all out. After this, run down the ramp, use the Card Key, and kill the monk to the right. Blow open the window and drop down. Jump up to the bridge leading to a stained-glass window. Smash it and waste the enemy on the crates. Plug any other annoyances and step on the elevator to finish the stage.

MISSION 11 - STRONGHOLD LOWER LEVEL

OBJECTIVES

- Eliminate Rhosmer's 9 scientists
- Administer antigen to 4 test subjects
- Find Security Card Keys
- Find entrance to catacombs

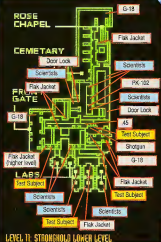
PARAMETERS

- Do not kill any human test subjects

Down the ramp there is a hoodless jester (that looks an awful lot like Ben Kanobi). Run around the corner to your left and shoot out the first window on your right. Kill the monk. Save the test subject. Head down the other hall. Cleanse the room of monks and the scientist. Go down the stairs and head to the labs, but don't save, or approach, the test subject in the hallway between the labs. Head up into the first lab. Kill the scientist and then climb the boxes to a window that leads to the adjoining lab. Administer the antigen. Go up the boxes and through the window to the next lab. Kill the monks below, then pass the scientist on to his next life. Save the test subject. Run back to the large chamber, then down the slimy hallway to the west. Once in the larger room, shoot the chandelier to crush the monk on the bridge. Climb over the boss. In the corner and then head down the hall with the test subject. Work your way around the courtyard by the front gate, mauling any monks you cross. At the end of the path, climb the boxes to the balcony above. Ignore the Flak Jacket and scientist on the balcony above for now and head into the building. Once inside, you must cross the bridge in the middle of the room to the far balcony. Ventilate the scientist in the lab, grab the Card Key, and head back outside. Now go to the upper balcony, kill the scientist, and unlock the door.

Take a left once you get through the double doors and head to the lab. Waste the two scientists, grab the Card Key, and then watch out for monks coming up from behind (one has a grenade). Leave the lab and head down the hall to the door lock. Kick open the doors and fire at will on the scientist and monks hanging around. Enter the Rose Chapel, blast monks, and walk onto the catwalk.

In front of the large stained glass. You know what to do. Drop to the ground and follow the series of passageways that lead to the cemetery. Remember to check around every corner. Also be very careful of the monks above, and the grenadier to your right once you reach the gravestones. After the gravestones, head down the hallway and kill the scientist. Work your way through the lower level (and the monks), and you will find yourself back at the Rose Chapel (but the time on the lower level). Head down into the catacombs.



MISSION 12 - STRONGHOLD CATACOMBS

OBJECTIVES

- Find Phagan

PARAMETERS

- Do not be spotted until the scientist has opened Phagan's cell
- Do not leave Phagan unguarded or allow him to die

First pick off the monk who appears at the bottom of the ramp. Go down the ramp and take a left (the direction the scientist went). Let the scientist pass by the next guard, and then take him down. At the next junction you'll see two guards in the distance. Don't try to kill them. Instead, sneak toward them and then take the passage on the right (follow the orange line on the map for assistance). Follow it around (being wary of a guard) and you'll come out in the room beyond the guards (you'll notice the ramp going up). Continue to follow the scientist, and at the next bend, wait for the guard to come out into the passage. Waste him, and then hurry up to the scientist.

After the plot thickens, just follow Phagan through the catacombs. Patience and excellent aim are the keys to this area. Also be on the lookout for monks coming up from behind. A checkpoint and a lot of frustration later, you'll reach the next step in the plot. Once again, it's follow the leader. Use the PK-102 to bust some heads and get yourself back to the beginning.



MISSION 13 – PHARCOM WAREHOUSES

OBJECTIVES

- Find and Interrogate Erikson
- Turn off power to electric fences
- Locate and tag 3 viral carriers
- Get to warehouse

PARAMETERS

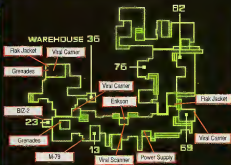
- Do not kill Erikson before you've gotten the computer codes

Exit out of the alley and run straight ahead. Angle slightly to the right and climb up the building (via the window). Inside, Erikson awaits. Pull yourself up and in and have a little chat with the lad. In the corner sits the Viral Scanner. Take it and head to Warehouse 23 (by running straight down the street). Inside, you won't find any viral apogees, but rather a kokin' new weapon. Now, run back halfway between Erikson's place and Warehouse 23 and climb up into the window next to the mural. Use the Viral Scanner (L1) and you'll find a viral

Climb up to the box holding the viral camera and plant a beacon(s). Now, look out the window and wait for them to start fighting. Jump out of the window, curl to the right, and kick in the doors. Head to the alley, then to Warehouse 36. Blow up the barrels, then drop into the hole.

You're now in the underground tunnels. Follow the path. If you need ammo, a K9G4 awaits (take your first right). Then further down the path, shoot the barrels to destroy the cluster of enemies. When you exit the tunnel, climb up onto the boxes and then up onto the building. Shimmy across the pipe (blasting all of the enemies) to the Power Supply. Shut it down. Drop down and look in the fence. If you need a Flak

LEVEL 13: PHAROM WAREHOUSES



Jackpot, run to Warehouse 70 (straight ahead). Otherwise, run around to the left side of Warehouse 69 and climb into the window. Pull out the Viral Scanner and tap the body.

After this, run past the electric fence and kick into the tunnel. Go to the electric fence on the far side of the tunnel. Kick it in and ascend to the surface. Right in front of you is a small shack on the side of Warehouse 38. Climb up, then enter the warehouse through the window. Vocal scan and then mark the corner. Shoot the explosive barrels by the doors and head back down into the tunnel. Take an immediate left. Kick in this fence as well, then continue on. A few clicks in, two terrorists in white will run down the tunnel. Sneak behind them and win in the action. Exit out and climb into the building's window to finish this level.

MISSION 14 - PHARCOM ELITE GUARDS

OBJECTIVES

- Locate and tag 3 viral carriers
- Get to Warehouse 76

PARAMETERS

Name _____

Drop down into the pink tunnel. Run across the basketball to Warehouse 88. Exit through the orange tunnel. Don't pass by the burning oil drum. Instead, hop up on the crates and pull out onto the roof. Snipe the guards from the window, then drop into the building. As expected, a viral carrier is hidden in the box the guards were protecting. Set a beacon and exit through the door of Warehouse 82. Veer to the left and go to the back corner with the BIZ-2 ammo and second viral carrier. Place the beacon and then head to the central building (to the left as you exit Warehouse 74). Climb up to the loft, then use the crate spike to reach the roof. Shimmy across the wooden pole to the other rooftop.

From here, drop down on the far side. Run to the right, then drop to the ground. Surprise! Surprise! The last viral carrier awaits in a nearby crate. Mark it, and proceed down into the tunnel. Several enemies lurk below, so tread carefully. Take the first left, and stay



LEVEL 14: PHASCOM ELITE GUARD

on the path. At the end, a ramp awaits. Carefully scale it, dodging the grenades, and maneuvering around the fuel tanks to the exit in Warehouse 76.

MISSION 15 - WAREHOUSE 76

OBJECTIVES

- Get to freight elevator

PARAMETERS

- Get out before the building collapses in 15 minutes

Simply follow the path through the level, making special note of Reference 1. Here you must roll to get through the fire alive. Or if you want to take the longer, slightly more exciting route, you can roll through the vent at Reference 2 and then follow the path around. Obviously you have to kill guys along the way, but make sure you notice the vent at Reference 3. And finally, use your gun to shoot the call switch to bring up the freight elevator.



LEVEL 15: WAREHOUSE 76

MISSION 16 - SILO ACCESS TUNNELS

OBJECTIVES

- Reroute power to elevator
- Shut down power room
- Find missile silo

PARAMETERS

None

Run forward and hide behind the crates. From this sweet position, eliminate the vermin in your path, then continue on. When you see a set of lasers (directly ahead), turn to the right and hop up to the cavern. Follow the cavern to the steel bridge. Instead of crossing it, drop down below it. Run through the tunnel and snipe the enemies along the way (it is fairly easy to see the enemies). At the end of the tunnel, peg the grenades that are dropping death from a floor above. After this, scale the crates to reach higher ground.

Now (on the other side of the lasers - Map B) run across the bridge and over to the Elevator Call Panel. After your partner contacts you, head to the Power Relays (via jumping on crates). Turn them on and return to the Elevator Call Panel. Be wary, a lot of enemies await your arrival. Take care of the grenadier and friends from the high vantage point, then drop down to the cavern floor. Access the Call Panel and jump on the elevator.

Here, another tunnel is the challenge (Map C). Eliminate the baddies and pass by the first elevator. Head right and avoid your next left (Reference 1); you'll be crushed by a boulder if you're too curious. Stay to the right, cross over the bridge, and you'll make it to the Power Room. Access all three Control Panels and this level will come to a close.



LEVEL 16: MAP A



LEVEL 16: MAP B



LEVEL 16: MAP C

MISSION 17 - TUNNEL BLACKOUT

OBJECTIVES

- Find missile silo

PARAMETERS

None

Drop down into the elevator shaft and use your flashlight to see the girders. At the bottom, grab the Nightvision Rifle and head down the passage. Take out the guards as necessary, and when you reach the end, climb up the shaft. At the top, follow the passage to the right, and then drop down to the series of bridges. Watch out for the guy to the left on the third bridge, and the rest is easy.



LEVEL 17: MAP A



LEVEL 17: MAP B

MISSION 18 - MISSILE SILO

OBJECTIVES

- Retrieve missile-destruct codes
- Access missile command computer

PARAMETERS

- Do not shoot at the missile
- Destruct codes must be retrieved before the missile launches
- Command computer must be accessed within 3 minutes after launch

You gotta be quick on this one, people. If not, bad things. Bad bad things. Run straight for the missile and veer around to the elevator behind it. Drop down to level 3. Run to the other side of the platform and lower the elevator (but don't take it). From here, scale the missile's arms to reach the Missile Destruct Codes. Now, quickly roll under the door to the right. After the missile launches, use the elevator you dropped to reach Missile Control. Blow away the two scientists (or just one if you get the Card Key first), then proceed on to the mainframe room. Take out as many guards as you can (on the perimeter)

before time expires. Make sure you have enough time left to insert the Card Key into the Command Computer (see Map). After doing this the true villain will attack. Avoid his bomb attacks and retaliate with Gas Grenades. Where do you get 'em? In the alcove above with the Gas Grenades. Chuck 'em from here and the badde will surely die.



LEVEL 18: SILO



LEVEL 18: TOP SILO



REFLECTIONS
INTERACTIVE

DRIVER

GT Interactive recently purchased game developer Reflections so it could get its hands on Reflections' upcoming game, *Driver*. A unique game to say the least, but it seems there is more to *Driver* than meets the eye. GT Interactive is positive this one is going to be a hit, and whenever we hear that word we start to investigate. *Driver* is more than it seems, and to get the whole story we went to Martin Edmondson. Martin is the managing director of Reflections and the man behind the concept of *Driver*.

Who's Driving Driver?

An Interview With Martin Edmondson

Game Informer: What games have you guys worked on?

Martin Edmondson: Reflections was set up 14 years ago and after a couple of years writing games for a machine called the BBC Micro (which was only available in the UK), we started working with Psygnosis and produced *Battletoads*, *Shadow of the Beast* series, *AWESOME*, and the *Destruction Derby* series amongst others.



GI: What have you guys been up to since *Thunder Truck Rally*? It seemed like you fell off the face of the Earth.

ME: We've spent the last two years working on three games – *Driver*, *Steam*, and another racing game which shall remain nameless for now! *Driver* has been in development for almost two years and the reason it has taken such a long time, compared to *Destruction Derby*, is its complexity and size. There are four cities in *Driver* and each one has 20 to 30 miles of roads, and around 150,000 buildings/objects. *Steam* is a departure for us, being a game which is best imagined as a cross between *Tomb Raider*, *Resident Evil*, *Alone in the Dark*, and *Unreal*. Very different in terms of its graphic design.

GI: How much of the crew is left from the original *Destruction Derby* team?

ME: All of the design team, three 2D artists, all the 3D people, three programmers, and one musician. A total of nine out of the original twelve are still at Reflections.

GI: How long has this game design been in the works, and were you influenced at all by *Grand Theft Auto*? Other influences?

ME: The basic concept of a game involving chasing on real streets sprung into life during the development of *Destruction Derby* about three years ago. This happened when playing the cross roads track and thinking it would be great to have traffic lights and allow the player to drive anywhere. The game style was very much influenced by the classic car chase movies and TV shows of the seventies: *Bullitt*, *Starsky and Hutch*, *Dukes of Hazzard*, *Smoky* and the *Bandit*, and many others.

Driver started development well before *GTA* was announced. The game has

been played by a number of people now and thus *Driver*/*GTA* comparison has disappeared since those who have played it agree the games are not at all similar. I must admit however, that when I read the first press release about *GTA* some time ago, we were deep into development of *Driver* and I was worried by the apparent similarity until I actually saw and played it. I hope people remember *Driver* as being like watching their own car chase on TV.

GI: Racing is a common genre on the PlayStation (or N64 for that matter), so what separates *Driver* from the rest of the pack?

ME: There are plenty of racing games around, but *Driver* is not a normal racing game. *Driver* is the first to actually simulate a film car chase. At Reflections we have always tried to be a bit different in our approach to game design and not simply go head to head with other games. There are several features of the game which we are pleased with and feel are different from other racing games. The car dynamics and the way cars slide, smash into each other, bounce on their suspension, make them look like real cars. The freedom of the city which allows players to drive anywhere; across junctions, down alleyways, through parks, over pavements and so on. The real traffic environment, pedestrians, and other cars drive around obeying speed limits, and stopping at red lights. Sometimes it's interesting just to pull over and watch the world go by. The Film Director mode in this allows the player to make a car chase film with complete control of camera type, position, lens, and point of interest.

GI: Obviously, the graphics in *Driver* look fantastic, but what can you tell us about the play mechanics?

ME: *Driver* is a car chase game set on the streets of four real American cities, in which you are free to drive anywhere you choose, in any direction and at any speed – down busy high streets, across junctions, over pavements, through car parks with parked cars to smash into, down alleys stacked with garbage and so on. Meanwhile the city surrounds you with other law-abiding citizens who stick to speed limits, stop at red lights, queue in traffic jams, etc. Plus there are many other things you would expect to find in a real city. *Driver* lets you loose in this environment as a high speed get-away driver carrying out 'missions' for the local bad guys. Then, once the mission is complete, you can view a film of





your car chase and play the part of film director, as you choose dramatic camera angles and positions.

GT: In the press release we got, it sounds like setting up the cameras to recreate your chase scene is almost as fun as playing the game itself. We believe the quote is, "They're as fun to create as they are to watch." What's your take? Is it just as fun?

ME: The replay is a purely optional "sub game" allowing players to create their own car chase sequences. The chase is automatically filmed, and then as it is replayed you are able to stop and insert, or edit cameras. These can be fixed position, moving, focus-change, locked-to-cars, in-car, fixed, or moving-point of interest - basically anything you've seen in a film like low level shots down the back alley, "Stansky and Hutch" style. If you can't be bothered to set cameras on some of the shots you can ask it to suggest one, or auto direct the entire chase. The idea for the Film Director mode seemed like a natural extension for a game which was conceived as a simulation of TV car chases. It's very easy to use, so with very little effort you can create some stunning results.

GT: How many missions (or levels) are in Driver, and could you give us a couple of examples in how they differ from one another?

ME: In total there are around 40 missions. Some are simple getaway jobs - arrive at the bank at 12 noon, on the dot, pick up the robbers, then the chase is on. With cops on your tail you must deliver them to the drop off point. In another mission the mob have asked you to talk someone who works for them to find out where he goes and who he's doing business with. You pull up outside his house and wait for him to drive away. Your job is to tail him, not too close or he will notice you, but don't lose him. In another mission the mob is owed money by a local restaurant owner. Your job is to visit every one of his establishments and smash through the plate glass window. Shards of glass, tables and chairs fly everywhere.



GT: How many and what kinds of cars are in the game?

ME: At the moment there are 10 to 14 planned. They are based on classic American muscle cars, but are not officially licensed, since the manufacturers will not agree to have their cars used in criminal activity, the destruction of property, or smashed up themselves. That pretty much sums up Driver!

GT: Is there a story to Driver?

ME: You play the part of Tanner, an undercover cop, who, using his driving skills as a getaway driver, enters into the confidence of local gangsters. As Tanner's reputation improves as a getaway driver, he is hired on bigger and more important jobs, leading him to tread a fine line between the right and wrong side of the law as he tries to uncover the truth about the "big job" that is planned. Inevitably some of the jobs take him well and truly onto the wrong side of the law.

GT: Nowadays, programmers are reaching into the stratosphere of what the PlayStation is capable of. How much of the PlayStation potential do you feel Driver is tapping into, and secondly what has been lost or changed from the PC version?

ME: At the end of DO we thought we had pushed the machine. At the end of DD2 we thought we had really pushed the machine. I do know that Driver is pushing the PlayStation harder than either of our Destruction Derby games by quite some margin. I am quite sure that it can be pushed further, but it

really does become diminishing returns as the console's lifespan is pushed out. On the other hand, the development tools have improved substantially so this has allowed further gains. Almost nothing has been lost compared to the PC version. Obviously the resolution is lower and the PlayStation hardware does not allow smooth texture filtering as does PC accelerator hardware. The models are the same, the cities, the missions, a lot of the code and same dynamics engine and physics model for example.

During the development of the game we have had a number of people re-writing routines that were unsuitable for PlayStation and optimizing to get the best out of the machine. Many things can be taken for granted on the PC, but the programmers have had to be very careful on the PlayStation to make sure that everything is as efficient as possible.

GT: Ideally, after Driver is done, what game would you like to work on next? The sequel or something else?

ME: There were many ideas in the Driver concept which we were not able to include. I think we would like to take the Driver concept further, but would appreciate a more powerful machine!

GT: What games are your current favorites?

ME: I don't really have time to play games for fun, but if pushed, I would say Gran Turismo because it looks beautiful, achieves a lot in 30 frames per second, and has the best car lighting effects around. Oh yeah, and it's a great game. Also great in the visual department are Metal Gear Solid and Zelda on N64.

GT: Was money the only factor in Reflections signing up with GT Interactive or were there other forces at work?

ME: GT has massive marketing and distribution presence and this is what is needed these days for a game to be really successful. We were very keen to retain our autonomy and creative freedom, and GT seems to understand and agree with this approach. Also we want to raise the profile of Reflections and under a normal publishing agreement there is very little incentive for a publisher to help do this. In fact they often try to suppress it. They also have a very good reputation in dealing with developers and there are certainly quite a few publishers which don't! ■



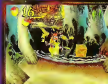
There are massive amounts of game titles for the PlayStation. Tracking down a worthwhile game can be a difficult process, but we hope to help you pick the best (and avoid the worst) with our lists of the finest and most disgusting games for the system.

Note: The top 25 list contains a number of titles that are part of a series. In this case, we chose to pick the best game from the series of games. For example, we believe that Tomb Raider 2 epitomizes the Tomb Raider series of three games. However, when it comes to sports titles the line is a little more blurred. We all agreed that playing the current sports games (with their updated rosters) is almost always the best.

The Top 25 PlayStation

3

Crash Bandicoot: Warped



In the sea of sequels on the PlayStation, the third Crash Bandicoot is still fresh, incorporating new and brilliant playcontrol. The benchmark for any platform game on the system, Crash's popularity is unsurpassed.

4

Gran Turismo



Driving games will never be the same as Gran Turismo has set the standard to which all other driving games will be judged. Featuring 166 authentic cars and an incredible test of driving skills, this game has racers glued to the controller for weeks on end.

7

Tenchu: Stealth Assassins



People are skeptical when they first try Tenchu, but after a few levels, this game's stealth opens you into the world of the ninja. No other martial arts game comes close to capturing the essence of the ninja.

8

Metal Gear Solid



Hideo Kojima and his staff at Konami resurrected this old Konami franchise to the pleasure of millions of gamers worldwide. The seamless mix of gameplay and storytelling is truly captivating, containing elements that will stand to be some of the most innovative and memorable moments in video games.

1

Final Fantasy VII



The combination of beautiful cinematics, phenomenal soundtrack, and intriguing story make this the "top" RPG on any system. Only the upcoming FF VII has a possibility of rethroning the best game the PlayStation has to offer.

2

Resident Evil 2



One pick for PlayStation game of 1998 takes the second slot and came just inches away from beating FF VII for the top spot. Capcom's action/adventure is filled with spectacular graphics and incredible gore. Being scared has never been so fun.

3

Tomb Raider 2



Maybe this slot should just go to the voluptuous Lara Croft. The star of the game is quite a phenom and is one of the most recognizable characters in video games. The game also stands out with its challenging and spectacular looking levels. You can even let Lara get behind the bars of her own snow-cubicle.

6

Tekken 3



In the realm of fighting games, Tekken 3 is hard to surpass. Maybe it's the intuitive controls, the realistic graphics, or the huge list of fighters, but any way you do it, this game is one helluva fighter.

9

Twisted Metal 2



Who would've thought that trapping a few weapons on the hood of a car would be so popular? Sorry, and forgive me, that's who. Twisted Metal 2 is the essence of vehicular combat and has sparked numerous copycats and wannabes.

10

Ridge Racer Revolution



Ridge Racer Revolution may only have one track, but you own that track, feeling some of the most outrageous and intense racing ever found. Ridge Racer will challenge you like few games can.

n Games!



The 25 WORST PlayStation Games

Hopefully, none of these games ring a bell. A more wretched list of PlayStation games cannot and never will exist. In creating the Top 25 games, we looked closely at each PlayStation game, and while many put a smile on our face, a fair share made us dry heave, and on occasion, some of the really bad games forced our lunch to spill from our mouth and onto our clothes. So if your stomach feels queasy, or if your head feels dizzy, then read at your own risk.

THE CROW: CITY OF ANGELS

The movie blew and so does this game. However, to its benefit, the "tick in the butt" character animation is funny.

TIME COMMANDO

This is one of those games that made us hurt (chunky style). If you want to punish yourself and play it anyway, at least do it on an empty stomach.

FLOATING RUNNER

To quote our review, "Well at least the title is appropriate, since this game won't flush."

STAR WINDER

Similar to the drippy watery-like substance that comes out moments before child birth.

THE RISE OF THE ROBOTS 2: RESURRECTION

Hey! Rise 2's box makes it sound kind of cool. Let's see how it is. Mmm...what?...No!!! Oh God!!!! It's hideous!!! No...

SLAMSCAPE

If it were possible, this is the kind of game that would come to life and attack you while you sleep. It's pure evil, baby.

CHIRONICLES OF THE SWORD

A terrible game that tarnishes everything good about video games. If you want to convince somebody that video games can be a form of art, this title won't help your argument.

DRAGON HEART: FIRE & STEEL

Talk about a Jekyll and Hyde complex. Acclaim puts out some great games, but it also has a knack for crap. Dragon Heart was one that brewed in the bowels for too long.

CREATURE SHOCK

If you really want to mess up your child...or yourself, then try playing this game all of the way through. It'll drive even the strongest of wills to the brink of insanity! Popcorn is green!!! Ha ha!! Smell the toilet!! Smell the toilet!!

SPICE WORLD

Five attractive women...always dancing...and moving...and bobbing...how in the world did Paycomix mess this one up?

11 Cool Boarders Series



Cool Boarders wasn't a hard play, but figuring out which game in the series was the favorite was extremely difficult. In the end, we reached an impasse and chose the series (even though Andy still says 2 is better than 3). Either way, this series rules.

14 Castlevania: Symphony Of The Night



Take the classic elements of Castlevania and mix in some Super Metroid. The result is Symphony of the Night. The control fits like a glove and the level design is extremely versatile.

10 Spyro The Dragon



Historical Games came out of nowhere with Spyro, the graphics drop jaws and the soundtrack is masterful. Certainly, the title guy's voice is annoying, but if you push the button and skip the voiceovers, this game is truly amazing.

23 Bust-A-Move 2



Simple in design, yet complex in execution, is a great formula for most puzzle games. This is true with Bust-A-Move. The game is highly addictive and features an extremely competitive two-player mode.

12 Hot Shots Golf



You don't even have to be a golf fan to enjoy Hot Shots. Packed with plenty of replay value and sporting a quick graphics engine, this is one of the best sports games the PlayStation has to offer.

15 Final Fantasy Tactics



First and foremost this is a strategy game, and a darn good one at that. Throw in some familiar characters from the Final Fantasy series and this game is hard to beat. A deep, deep game to say the least.

19 War Hawk



Let's admit it from above in this lung game, but not a forgotten title. Warhawk still holds its own after more than three years out of the spotlight. This flight combat game packs killer sound and challenging battles.

24 GameDay Series



This Sony football franchise has had a huge impact on the sports gaming market. Not only has it grabbed the loyal Madden fans away from EA, but it was the first football game to bring polygonal graphics to the platform.

(continued from pg. 24)

13 Oddworld: Abe's Oddysee



Hidden in the essence of *Oddworld* lies one of the most memorable and cleverest puzzles. You must be one of the oddest characters in either games, and maybe that's why we like it so much.

16 Jet Moto



OK, so *Jet Moto* isn't the most beautiful game on the planet, but it sure is a lot of fun. Crashing over and over, so, *Jet Moto* keeps you on your toes as it throws insane magnetic turns and massive jumps at you left and right.

20 Wipeout XL



With music gal-a, electrifying, and thumping soundtrack make this the rage of the racing wave. Did we miss the weapons?

24 Suikoden



With the *Suikoden* graphics it makes it up for with various and guests. Featuring 100 characters to find and add to your party, a castle that grows as you grow, and a great battle interface, *Suikoden* is an instant PlayStation classic.

17 Madden Series



When you think of sports games, you almost automatically think of Madden. The perennial king of video game sports has made its presence known on the PlayStation and the 9 version is the winning point.

21 Syphon Filter



This spy thriller is truly one of the best on the PlayStation. Playing the role of action star Gabriel Logan, *Syphon Filter* takes you on an action-packed quest to uncover a plot involving a powerful virus. From a simple to users, *Syphon Filter* is got it.

25 NHL Series



This is yet another sports title where you need not be a fan of the real thing to enjoy the video game. EA Sports' NHL Hockey has always been at the forefront of hockey simulations. The fast action and nuances of the game are captured perfectly.

CECOM 5

While playing this you can't help but cry out for a nuclear explosion eliminating you, the game, and your memory of playing it.

NINJA: SHADOW OF DARKNESS

We'd rather smother our face in German shepherd dog before we play this game again.

KILLING ZONE

The worst 30 seconds of fighting to hit the PlayStation. If you play any longer, then you obviously have some issues you need to work out.

SPAWN: THE ETERNAL

It truly is hell on earth. Even crazy cults that use such words as: damnation, Lucifer, 666, and anti-Christ should stay away.

PRO 18 WORLD TOUR GOLF

If not for Jesper Parnevik, Pro 18 would have received a score of -2.

CYBERIA

Should we play *Cyberia* for a good hour? Or sit in a padded cell for ten years with Davey Jones cranking out non-stop?

IRON MAN-X-O MANOWAR

We wish the tanks at Acclaim no fill will, but come on, this game epitomizes boredom. Not even Iron Man could save it.

FANTASTIC FOUR

The Fantastic Four finally met their match. Dr. Doom/Galactus...none of them are more evil than the development team that placed this pile together.

FOX HUNT

And now we know why Obi-Wan let down his guard. He was thinking of this game.

PSYCHIC DETECTIVE

Quite possibly the most pathetic FMV game ever. Seriously, you haven't seen bad until you play this one.

THE INCREDIBLE HULK: THE PANTHEON SAGA

What's worse? The intelligent Hulk? (barf) Or this game? (barf, barf) Two barfs is a winner!!!

COURIER CRISIS

Man has made several mistakes, but Courier Crisis is probably one of the worst yet.

CRITICOM

Vic Tokai? Isn't he that famous Japanese lounge singer? Well, if he's not, maybe he should consider a career change because this game won't get him any promotions.

HI-OCTANE

The title *Hi-Octane* doesn't do this game justice. *Hi-Mundane* is more like it.

ROSCOE MCQUEEN

The concept of running around and putting out fires is bad enough, but to make it look like he does it with urine is the icing on the cake.



Editors' Top Ten Games for March

- Tenchu - PS-X
- Civilization II - PS-X
- Sonic Adventure - DC
- Rogue Squadron - N64
- Railroad - PS-X
- Pokemon - GB
- Tank 2: Seeds of Evil - N64
- Street Fighter Alpha 3 - PS-X
- The Legend of Zelda: Ocarina of Time - N64
- Syphon Filter - PS-X

Readers' Top Ten Games March

- Knockout Kings - PS-X
- Spyro the Dragon - PS-X
- Crash Bandicoot Warped - PS-X
- Tank 2: Seeds of Evil - N64
- Tomb Raider 3: Adventures of Lara Croft - PS-X
- WCW/WWF Revenge - N64
- Rogue Trip - PS-X
- Mean Gear Solid - PS-X
- Pokemon - GB
- The Legend of Zelda: Ocarina of Time - N64

Top Ten Remains Clinton Doesn't Want to Resign as President

- The presidential agenda.
- Ronald Reagan's complete Alan Alda.
- The oval office is equipped with a PlayStation, Nintendo 64, and a Japanese Dreamcast.
- Monica has finally begun to challenge him in their private White House Tolkien 3 tournaments.
- He can play games in the presidential theatre anytime he wants.
- Air Force 1 is equipped with a PlayStation, Nintendo 64, and a Japanese Dreamcast.
- Secret service agents will stop letting him win at Madden once he's out of office.
- Once out of office, he might have to get a real job that puts into his gaming time.
- Enjoys consulting Command & Conquer for best strategy against Iraqi military forces.
- Foreign game companies not only contributed to his campaign, but offered him free games as long he stays in office.

Game Informer is looking for your Top Ten favorite games. Please send your Top Ten to:
Game Informer Magazine
Attn: Top Ten
1000 West Park Street
Elk River, MN 55024
Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt. So get writing!

Nintendo Unveils Donkey Kong 64

Nintendo has finally unveiled a game that has been in the works for quite some time. A picture of the long-awaited **Donkey Kong 64** (working title) has surfaced and the game itself will be on shelves this fall. Like the blockbuster **Donkey Kong Country** titles for the **Super NES**, DK 64 is currently in development at **Rare** - the same company that brought us **Goldeneye**, **Banjo-Kazooie**, and **Diddy Kong Racing**.



Expect to see classic elements and characters from the **Super NES** games, but in a new 3D setting. What remains to be seen is how the actual playcontrol and game layout will be accomplished. Knowing **Rare** and **Nintendo**, **N64** gamers have a lot to look forward to this year.



New N64 Star Wars Game To Release With Film

Star Wars fans take note: As reported in January, **Nintendo** and **LucasArts** will release three titles based on **Star Wars Episode 4: The Phantom Menace**. The first **Nintendo 64 Star Wars** game will have a release to coincide with the **Star Wars Episode 4** film debut on May 21. The first game will be called **Pod Racer** and players will take the role of Anakin Skywalker.

Rumblings From Game Boy

Game Boy games will soon be shaking as **Nintendo of Japan** has leaked plans to include a feedback device in future **Game Boy** cartridges. The rumble device will be part of each game's cartridge so there will be no need to purchase an extra accessory. In Japan, **Pokemon Pinball** will be the first cart to utilize the rumble feature. More titles are in the works.



Another Bond Title For Nintendo

The video game rights for the next **James Bond** film, titled *The World Is Not Enough*, are rumored to have been secured by **Nintendo**.

Now if that news isn't enough to make all you **Goldeneye** fans freak the flying eyeball, then get a load of this. It was also reported that the game will be one of the first titles for **Nintendo's** next console. No, not the **N64** but the **NEXT** console. What this means we do not know as there's no information yet on **Nintendo's** new hardware. However, we were told that **Rare** will once again develop the **Bond** software which is a plus. Stay tuned secret agents...we'll keep you up to date on the latest news.

Conker's Quest Gets Revamped

It is hard to believe that **Rare's Conker's Quest** was introduced at the **E3** almost two years ago. It also had a strong presence in the **Nintendo** booth last May and, at the time, most believed that the game would be released by the end of 1998. Obviously, 1998 came and went with no sign of **Conker**. Now, word from inside **Nintendo** is that the game has been reworked over the last seven months. **Game Informer** learned that **Rare** and **Nintendo** have focused on **Conker** having less of a "cutesy feel" and redesigning the game's multi-player modes.

Exact details were not disclosed, but the world will see the reinvented **Conker's Quest** at the upcoming **E3** show in May.



Nintendo Takes Ken Griffey Jr. Hi-Res

Nintendo is taking **Ken Griffey Jr.** through some spring training and hopes to have a new **Nintendo 64** baseball game on the shelves in May. Tentatively entitled **Ken Griffey Jr. Baseball 2**, the game boasts new animation and **Expansion Pak** compatibility for hi-res graphics. Nintendo's new baseball game will also get a badly needed Player Create mode.



by Jay Piniotti

How Did You Manage That?



After I tell people about my new position on the editorial staff at Game Informer, the question that always comes up in one form or another is, "How in the world did you get that job?" From what I understand, it's a fairly common query around these parts. The actual answer is that Andy, The Game Hombre, has brain cancer and the tumor affects his judgment. Since he may someday have a moment of clarity, however, I'd better provide a cover story should that dreaded time come.

It all comes down to three key points in my life: (1) When I was six, my dad bought me the Odyssey 2, starting me down the trail that leads to glazed over eyes and that glamorous pasty-white look that's all the rage with the kids these days. (2) More importantly, in high school, my mom made me take typing class instead of acting. (3) Most important of all, I know how to swim.

Say What? Swimming and typing are vital skills for working at this magazine, even more essential than gaming omniscience? Obviously. If I hadn't taken swimming lessons, I'd have drowned in a lake. There's over 10,000 of 'em here in Minnesota, thanks to that pesky lumberjack Paul Bunyan. Man, you can't even walk two blocks in this state without almost falling in a lake.

As for the typing lessons; thanks to those I could get things down on paper faster. Since I was writing more, my skills improved until I was getting published in little publications here and there. In college, I naturally gravitated towards the school paper, learning how to meet deadlines, and edit other's work. All through and after college, I kept writing and writing, and whenever I had some spare time, I would write. GI must have thought all this was important.

Or was it my other nerd hobbies? Did being a miniature painting, comic collecting, record hoarding, wrestling watching GameMaster with 18 Charisma get me the job? It might have. It could also have had something to do with me responding to the ad in the newspaper.

See how simple it is? All you have to do is dabble in a little bit of everything, peruse print media, resist ennui, and have a little chutzpah. Oh, and listen to your parents once in a rare, rare while. Without them, I'd be a drowned, out of work actor that had never plugged a cart into a console — and you can't work here if you're dead.

Nintendo's Lineup Looks Bright for 1999

Nintendo's game lineup for 1999 is quickly coming into focus. Take a look at the list below and look for more information on these titles in this and future issues.

First Half '99 (Jan - May)

- **Mario Party** N64
- **Ken Griffey Jr. Baseball 2** N64, GB
- **Jet Force Gemini** N64
- **Pokemon Yellow** GB
- **Tetris - Biosphere** N64
- **Star Wars: Episode I** N64

Second Half '99 (Jun - Dec)

- **Starcraft** N64
- **Ogre Battle 3** N64
- **Conker's Quest** N64
- **Perfect Dark** N64
- **Donkey Kong 64** N64
- **Smash Brothers** N64
- **Pokemon Stadium** N64

The Primary Colors of Pokemon

Not to be confused with the political satire film starring John Travolta, the primary colors of **Pokemon** are naturally red, blue, and yellow. That's right, the popular **Game Boy** game will have a new version wrapped in a spankin' yellow cartridge (Pikachu yellow, of course).

With a new version (and color) also comes the inevitable craze of discovering the new monsters to collect, trade, and train. At this point **Nintendo** has not given details as to what, if any, new **Pokemons** will appear, but **Nintendo** did disclose that **Pokemon Yellow** will start players with **Pikachu**. In addition **Nintendo** stated that **Pokemon Yellow** would be designed for the standard **Game Boy**, but will still work with the **Game Boy Color**. Look for **Pokemon Yellow** for **Game Boy** later this year.

In related news, **Magic: The Gathering** creators, **Wizards of the Coast**, have developed a similar card game featuring **Pokemon**. The cards can be purchased in full two-player battle sets, pre-made theme decks, and small booster packs that will enhance your deck. As with all collectible card games, there are some common and some not so common cards in every pack. Some of the cards are considered ultrarare, and are even holographic.

Look for the **Pokemon Trading Card** game all over the place. It'll be everywhere, with two-player starter kits retailing for the miserly sum of \$7.99.



GT Buys Reflections, Announces First Game

GT Interactive, publishers of many a well-known game (like the *Oddworld* Series), announced it has acquired **Reflections Interactive Ltd.** — developers of *Destruction Derby* — for 2.28 million shares of common stock. Reflections is the sixth internal studio at GT. Also, GT Interactive has announced the first game from Reflections under the GT moniker, which will be called *Driver* (see pg. 20).

"With nearly 15 years experience creating hit games on several platforms, Reflections is one of the most formidable developers in the industry," said **Ron Chaimowitz**, chairman and CEO of GT Interactive. "They have an unquestionable ability to create global brands with successful sequels, as demonstrated by their multi-million-unit selling *Destruction Derby* franchise. Reflections joins GT Interactive's growing stable of software developers, which includes **Bootprint Entertainment**, **Cavedog Entertainment**, **Humongous Entertainment**, **SingleTrac** and **Oddworld Inhabitants**."

Titus Guns Down Top Gun License

Titus, makers of the upcoming *Superman* game for the **Nintendo 64**, has announced that it has secured an agreement with **Viacom Consumer Products** to develop and publish video game titles based on the hit movie *Top Gun*, from Paramount Pictures.

Beginning January 1, 2000, the agreement gives Titus the rights to release *Top Gun* games across multiple platforms, including **PlayStation**, **Nintendo 64**, **Sega Dreamcast**, and **PC**. The first of these games is expected to hit store shelves in the fall of 2000.

The *Top Gun* license has already seen its fair share of success in the gaming industry, with *Top Gun* and *Top Gun 2* from **Konami** on the **NES** and *Top Gun: Fire At Will* from **Spectrum HoloByte** on the **PlayStation**.

Zelda Takes on Hollywood

The *Legend of Zelda: Ocarina of Time* has already garnered some interesting notations in the history books, even though it is still less than 90 days old in shelf age. For starters, *Zelda* made more money during the last six weeks of 1998 than any Hollywood feature film released over the same time period. The closest competitor, *A Bug's Life*, was still about \$36 million off the mark. **Nintendo** continues to brag, saying that *Zelda* is "the fastest-selling video game of all time" and the "number one selling video game of all of 1998," and it expects *Zelda* to sell over 6 million units worldwide by the time the madness has settled.

"The fact that a video game in the most important retail period of 1998 could outdraw any Hollywood release is nothing short of amazing," said **Peter Main**, Nintendo of America executive vice president, sales and marketing. "Coupled with the phenomenal growth of online activity, we're seeing a decided shift among consumers toward interactive entertainment. Users can now manage and control the story process and outcome, rather than simply observe the passive delivery of the same uniform message to a mass audience."

Dude! VW Beetle Is Coming To N64

Electronic Arts and **Paradigm** have teamed up to create a **Nintendo 64** racing/adventure hybrid cart featuring the **VW Beetle**. Not only will you race the little love bug around a track, you will find power-ups and pickups along the many alternate routes. As far as car selection goes, it looks like your options lay between the **VW Beetle** and...you guessed it, the **Beetle**. Along with the nine different Beetles, there are several bonus cars, each with their own unique racing characteristics. Besides the varying paint jobs and body kits, however, you will be limited to the Beetle era 1998. Sorry bugheads, you won't even be able to take control of the vintage **VW Beetle** we all know and love so much.

Beetle Adventure Racing is set to ship sometime at the end of March.



Acclaim Looks at Busy 1999

Acclaim is getting busy for 1999 early. Apparently there are quite a few titles coming down the pipe from these cats for **PlayStation** and **Nintendo 64**. Although we won't see many of these games until the 1999 **E3** begins in May, we do have some information pertaining to where these games are headed. So, without further ado, here's a list of games Acclaim has in the works for 1999.

- **All-Star Baseball 2000** — Nintendo 64
- **NFL QBC 2000** — Nintendo 64
- **WWF Attitude** — Nintendo 64, PlayStation
- **Re-Volt** — Nintendo 64, PlayStation
- **Shadow Man** — Nintendo 64
- **Jeremy McGrath Supercross 2000** — Nintendo 64, PlayStation
- **NBA Jam 2000** — Nintendo 64
- **Velocity** — Nintendo 64, PlayStation
- **Armored** — Nintendo 64, PlayStation

Obviously, this is one heavy lineup. **Acclaim** was quick to point out that other games may be released, as **Turok 3** is a possibility, and Acclaim's entire **Dreamcast** lineup has not been announced. Considering the fact that Acclaim is one of the five "1.5" developers for the DC, gamers should expect a smorgasbord of Acclaim titles to hit the new **Sega** machine.

Monster Truck Madness Comes to N64

Take-Two Interactive and **Gathering of Developers** recently announced a cooperative effort in the publication and distribution of the best selling PC title, **Monster Truck Madness**, for the **Nintendo 64**.

Racing fans will be jazzed about this one, as Take-Two has secured the official licenses of **Monster Truck Madness** property. What does this mean? Racing fans until you'll be able to choose from 20 trucks, such as **Bigfoot** and **Gravedigger**. But hold on to your seat, that's not all. You'll also have the option to choose **WCW** themed trucks such as **Hollywood Hogan** and **Sting**. If that isn't enough to make you motorheads salivate, **Monster Truck Madness** offers 4-way multi-player capability, all new gameplay modes, realistic dashboard instrumentation, and commentary by **Armstrong**, the voice of monster truck racing.

Developed by **Edge of Reality**, **Monster Truck Madness** is scheduled to ship sometime in July.





Win Back's Jean-Luc Cougar



Koel's First N64 Game Delayed

Koel's **Win Back**, a game originally to be released in March 1999, has been pushed back until winter 1999. The title's hero, Jean-Luc Cougar (no relation to Melencamp or Picard), was all ready to take out terrorists in this **Resident Evil**-style shooter. Nintendo, however, found the storyline to be too short. Koel is now looking to expand the playing time and get the game on the shelves by the end of the year.

Still Got That Need For Speed?

Electronic Arts has dropped the infamous Roman Numerals (thank God) and coined the latest version **Need For Speed: High Stakes**. Yes folks, there will be a theme to this sequel. You'll also have to face the consequences for your actions, and random acts of God may have an effect on your racing performance.

"We've added enhancements to the weather conditions," said the NFS team. "One of the coolest new additions is the random track scenes. Imagine coming around a corner shooting for the best line and encountering a landslide that wasn't there before. You'll have to react quickly and this will be a true measure of how skilled a driver you are."

Look for **Need For Speed: High Stakes** to hit the **PlayStation** sometime around the end of March.



Need For Speed: High Stakes



Interplay Sports Announces Next Baseball Game

Interplay Sports, formerly known as VR Sports, has taken many a whuppin' in its time at the hands of EA and Sony. But now, with the renewed interest in baseball after last year's season of nonstop home runs, Interplay Sports is ready to try it again. The name of the game is **Baseball 2000** and it should be hitting stores in late March or early April. Game Informer will have more info on this game as it develops.



Game Informer's Site Of The Month



Crash Bandicoot Corner

<http://www.crashcorner.com>

Loyal Game Informer reader and Crash enthusiast, Matt McKernan, has assembled a comprehensive site covering all that is the Bandicoot. If you are stuck in any of the Crash games, look up this site.

VIDEO GAME



- Who is developing the new Donkey Kong game for the Nintendo 64?
- What is the name of Yoda's advisor in *Shadows of Evil*?
- What former Rookie of the Year is set to endorse Acclaim's *All-Star Baseball 2000*?
- Pokemon, the smash hit for Game Boy, will soon be transformed into a collectible card game by what company?
- What was the name of the modern released during the 1994 holiday season for Sega Genesis?

[Answers on the bottom of page 32]



This game was developed by Westwood Studios for the Super NES and released in 1990. It was a fantasy action/adventure game where the player took on the role of a tavern owner to battle the evil Shadow King. What game is it?

[Answer on the bottom of page 32]

Data File:

► **THQ** and **Adrenalin Interactive** announced that the two companies will release a sequel to **Brunswick Circuit Pro Bowling**. The new games being developed by Adrenalin Interactive for the **PlayStation** and **PC**, should release this fall. Once again, the Brunswick Circuit Pro Bowling titles will feature "state-of-the-art technology and incorporate the sport's best known license, including Brunswick Pro Staff pro bowlers, authentic tournaments, and equipment."

► As with any company, **Square Soft** is always looking to expand its games to appeal to a larger, broader audience. Square has signed Hong Kong's number one female pop star, **Faye Wong**, to sing the title song for **Final Fantasy VII**. The song, entitled, "Eyes On Me," will come in two versions in the game. One is a pop version and the other is a full orchestral version, in the tradition of **Final Fantasy**. These songs will play as the opening CGs appear when starting the game.

► In what seems to be standard practice for **Electronic Arts**, it has picked up yet another title to publish, **Pro Brawler**. It's the most recent acquisition that comes to mind, but this time around it's **Rushdown**, a **PlayStation** extreme sports title that brings the thrills of mountain biking, kayaking, and snowboarding together in one game. Boasting over 15 courses across six continents and original French rock music (uh?), **Rushdown** will hit **PlayStation** in March.

► **Acclaim Entertainment** announced that its worldwide sales of **Turok 2** have reached record levels for the company. This incredible demand for the popular action/shooter has caused major retailers to re-order the cart.

Not to dissuade any avid dinosaur hunters, **Acclaim** has taken the right steps in keeping **Turok 2** on the shelves by increasing its original shipment of 1.4 million units worldwide. But will there be enough carnage to go around?

"**Turok 2: Seeds of Evil** is the largest N64 launch in the history of **Acclaim**. Despite an aggressive forecast, shipments still did not meet the incredible demand for the product," said **Paul Eibeler**, executive vice president and general manager of **Acclaim**.

Not only has **Turok 2** exploded onto the gaming scene in the United States, but also in Europe where it has become one of the most desired carts of the season. According to **Alex Croft**, console buyer for **Dixons Store Group Plc**, "**Turok 2** was one of the most anticipated and talked about games of 1998, and it has performed outstandingly in its release in the UK."

Yankee's Derek Jeter To Endorse Acclaim's All-Star Baseball 2000

Acclaim Entertainment has added yet another sports celebrity to its increasing list of product endorsements — Yankee's All-Star shortstop and 1996 American League Rookie of the Year, **Derek Jeter**. Following in the footsteps of **All-Star Baseball 99's** poster boy **Larry Walker**, Jeter will assist the company's endorsement of **All-Star Baseball 2000** for the **Nintendo 64**, which has once again been licensed by both the MLB and the MLBPA.

All-Star Baseball 2000 will not only carry many of the fantastic features its predecessor did, such as ultra-smooth **H-Rex** graphics, all 30 MLB teams, and hundreds of players, but lots of new features like individual team playing styles and stadium updates. **All-Star Baseball 2000** is scheduled to ship sometime in April for **Nintendo 64**, **Game Boy Color**, and **PC**.



Resident Evil The Movie

The roles of **Chris Redfield** and **Jill Valentine** are said to be filled by two accomplished actors. Unconfirmed reports indicate that **Jason Patric** and **Samantha Mathis** will receive top billing in the **Resident Evil** live action film that is set to release early next year. **Patric** has been in a number of popular films including **Speed 2** and **The Lost Boys**, and many may also recognize **Mathis** from her work with **Christian Slater** in **Broken Arrow** and **Pump Up The Volume**.

The **Resident Evil** film is written and directed by **Night of the Living Dead** master **George Romero** and will be released to coincide with the release of **Resident Evil 3 for PlayStation**. The exact date of release has not been determined.



Sammy Sosa Named EA's Coverboy for Triple Play 2000

Electronic Arts announced that Chicago Cubs All-Star right fielder and 1998 National League MVP, **Sammy Sosa**, has been named spokesman as well as coverboy for its upcoming baseball title **Triple Play 2000**.

Sosa, who consistently made national sports headlines last season as a forerunner in the historical home-run race with bash brother **Mark McGwire**, will lend his baseball expertise to EA developers in hopes to make the next installment of the awesome game even more spectacular.

With EA's reputation as a powerhouse in the sporting genre, matched with Sosa's experience in Major League Baseball, you can bank on the fact that more copies of **Triple Play 2000** will be flying out of stores than balls out of **Wrigley Field**.

Triple Play 2000 is slated to release for **Nintendo 64** and **PlayStation** in March.



Play PlayStation Games on Mac!

Connectix Corporation has announced the release of its **Connectix Virtual Game Station**, basically a **PlayStation** emulator for the G3-powered **Macintosh**. From **PowerBooks** to the new rage, the **iMac**, any **Apple Mac** that has a G3 processor in it will be able to use this software to run **PlayStation** games. This does not allow bootlegs or downloadable games, but simply to run existing **PlayStation** software on a G3-powered **Mac**. Currently there are over 90 games that will run on the **Virtual Game Station** with more to come as soon as **Connectix** tests each and every game for compatibility. This item is not endorsed or authorized by **Sony**, so take a small amount of concern in what you before purchasing. But for weirdos who refuse to buy a **PlayStation**, and happen to own a fairly new **Mac**, this is a chance to play some of the best games around. Head on over to www.virtualgamestation.com to check it out.



ARE YOU READY TO RUMBLE



T.R.A.G.

TACTILE RESCUE ASSAULT GROUP

Action, adventures and mind bending mysteries await your main characters at every turn. Are you brave enough to join the chase?

Coming in March '99

Here comes Davy the Chameleon again with more power and a backpack parachute for high flying aerial moves. And, oh... did I mention that his tongue got an overhaul too!!!

Coming in Spring '99



STAR SOLDIER



A heart Pounding, adrenaline pumping arcade shooter for the N64.

Available Now



Visit the monster hatchery and create outrageous cyber beings in this amazing RPG adventure of wit and will.

Coming in March '99

SUNSOFT



All names and logos are the registered trademarks of their respective companies.

New Releases

Release Date	Title	Publisher	System
February			
2/15/99	Hells Kitty's Cube Frenzy	NewMedia	PS-X
2/15/99	11 Revenge	Midway	PS-X
2/15/99	Art Attack	Midway	N64
2/15/99	Art Attack	Midway	PS-X
2/15/99	Sesame Street-Elmo's 123s	NewMedia	GB
2/15/99	Sesame Street-Elmo's ABCs	NewMedia	GB
2/15/99	Snowboard Kids 2	Atari	N64
2/16/99	Freestyle Boardin' 99	Capcom	PS-X
2/16/99	Sports Car GT	Electronic Arts	PS-X
2/16/99	System Filter	Sony	PS-X
2/23/99	Logica!	Sunsoft	GB
2/23/99	Quest Fantasy Challenge	Sunsoft	GB
2/23/99	Blot Radius	Pygnosis	PS-X
2/23/99	Pro 11k: World Tour Golf	Pygnosis	PS-X
2/23/99	Silent Hill	Konami	PS-X
2/23/99	Maxzone 2100	Entex	PS-X
March			
3/1/99	Army Men 3D	Sunsoft	PS-X
3/1/99	Chameleon 2	Sunsoft	N64
3/1/99	Charlie Chase's Tumbler	Konami	N64
3/1/99	Fighting Force	Entex	N64
3/1/99	720 Simul Racing	Midway	GB
3/1/99	NHL Blades of Steel '99	Konami	N64
3/1/99	Respect Inc.	Pygnosis	PS-X
3/1/99	Rushdown	Electronic Arts	PS-X
3/1/99	Bonus & Balthazar	GT Interactive	GB
3/1/99	California Speed	Midway	N64
3/1/99	Global Domination	Pygnosis	PS-X
3/1/99	Samurai Legends	Konami	PS-X
3/1/99	Street Fighter Alpha 3	Capcom	PS-X
3/1/99	Superman Fantasy Race	Konami	PS-X
3/1/99	Caesar's Palace	Entex	N64
3/1/99	Daffy Duck	Sunsoft	GB
3/1/99	Duke Nukem	GT Interactive	GB
3/1/99	Earthworm Arm	Entex	GB
3/1/99	Legacy of Kain: Soul Reaver	Entex	PS-X
3/1/99	Legends of Logic	Sony	PS-X
3/1/99	Looney Tunes	Sunsoft	GB
3/1/99	Monster Seed	Sunsoft	PS-X
3/1/99	Shanghai	Sunsoft	PS-X
3/1/99	Shogun's Mirage	Sunsoft	PS-X
3/1/99	Sorcerer	Infogrames	N64
3/1/99	T.R. Aids	Sunsoft	PS-X
3/1/99	Vitality	Infogrames	N64
3/1/99	Vitality	Infogrames	GB
3/1/99	Vitality	Infogrames	PS-X
3/1/99	Warrior	Sony	PS-X
3/1/99	Spy Hunter & Miss Patrol	Midway	GB
3/1/99	Beast Adventure Racing	Electronic Arts	N64
3/1/99	Big Air	Activision	PS-X
3/1/99	Chopdude	Midway	PS-X
3/1/99	Fishermen Ball	Konami	PS-X
3/1/99	GEX 3: Enter the Gacko	Entex	PS-X
3/1/99	Guardian's Crusades	Activision	PS-X
3/1/99	MLB 2000	Sony	PS-X
3/1/99	Mr. T in the Zone '99	Konami	PS-X
3/1/99	NBA in the Zone '99	Konami	PS-X
3/1/99	Quake II	Activision	N64
3/1/99	Quake II	Activision	PS-X
3/1/99	Ta Ru	Activision	PS-X
3/1/99	Ta Ru 2000	Electronic Arts	N64
3/1/99	Vigilante II	Activision	PS-X
3/1/99	Duke Nukem: Zero Hour	GT Interactive	N64
3/1/99	Attack of the Sausman	Pygnosis	PS-X
3/1/99	Ringside	Pygnosis	PS-X
3/1/99	LUKAS: Silver Star Story	Pygnosis	PS-X
3/1/99	MLBPA Bottom of the 9th '99	Konami	N64
3/1/99	Need For Speed 4	Electronic Arts	PS-X
3/1/99	Rainage	Pygnosis	PS-X
3/1/99	MCW 1999	THQ	N64
3/1/99	Ta Ru 2000	Electronic Arts	PS-X
3/1/99	All Star Tennis 99	Ubisoft	N64
3/1/99	All Star Tennis 99	Ubisoft	PS-X
3/1/99	Just & Defender	Midway	GB
3/1/99	Jeff Gordon Racing	ASC	PS-X
3/1/99	Keweenaw Madness	Activision	PS-X
3/1/99	Monaco Grand Prix	Ubisoft	N64
3/1/99	Monaco Grand Prix	Ubisoft	PS-X
3/1/99	Rampage Universal Tour	Midway	N64
3/1/99	Rampage Universal Tour	Midway	PS-X
3/1/99	San Francisco Rush	Midway	GB
3/1/99	Shadow Madness	Entex	PS-X
April			
4/1/99	Pocean Ghost Zone	Namco	PS-X
4/1/99	DarkStone	THQ	PS-X
4/1/99	Rugrats Rumble	THQ	N64
4/1/99	San Francisco Rush	Ubisoft	N64
4/1/99	Twee Trouble	Ubisoft	PS-X
4/1/99	Latin	Hasbro	PS-X

[All dates subject to change. Call your local retailer for more details.]

Game Informer's
Address
Book

Editors

To reach Dear GI or the Editors of GI send correspondence to:

Snail Mail

Game Informer Magazine
Attn: Dear GI
10120 West 76th Street
Eden Prairie, MN 55344

E-Mail

deargi@gamerinformer.com
www.gamerinformer.com

WWW Home Page

www.gamerinformer.com

Secret Access

To contact Secret Access or Access & Allies please send correspondence to:

Snail Mail

Game Informer Magazine
Attn: Secret Access
10120 West 76th Street
Eden Prairie, MN 55344

E-Mail

codes@gameinformer.com

Swap Shop

To contact Swap Shop or A.P.B. please send correspondence to:

Snail Mail

Game Informer Magazine
Attn: Swap Shop
10120 West 76th Street
Eden Prairie, MN 55344

E-Mail

coderequest@gamerinformer.com

Customer Service

To contact Game Informer Customer Service with Changes of Address, New Subscriptions or Inquiries please send correspondence to:

Snail Mail

Game Informer Magazine
Attn: Customer Service
10120 West 76th Street
Eden Prairie, MN 55344

Or Call

Customer service hours
Monday through Friday,
9:00 am - 4:00 pm (Central Time).
(612) 946-7266

Outside Minnesota make sure to dial area code (this is a toll call).

To subscribe please send a check or money order for \$19.96 to:

Game Informer Magazine

Attn: Circulation Dept.
10120 West 76th Street
Eden Prairie, MN 55344

www.gamerinformer.com/sub.html

Video Game Trivia Answers

1. Atari
2. Atari
3. Yankee shortstop, Derek Jeter
4. Wizards of the Coast
5. Capcom X-Blade

Name That Game Answer

Young Merlin



What's more fun than watching cartoons? Playing 7 levels of Game Boy Color Looney Tunes with all your favorite characters!

Coming in March '99!

**NEED
A LITTLE
COLOR
IN YOUR
LIFE**

**GAME BOY
COLOR**



Coming Soon!

**Shanghai
Pocket**



The seriously addictive, classic tile matching game, with all new levels and layouts!

Available Now!



POWER Quest

Challenging hand to hand fighting action with an adventure story tossed in for more excitement!

Available Now!

Quest
Fantasy Challenge



10 monsters, 20 levels, 100 ways to win and 100,000 ways to die. Go figure!

*Coming in
March '99!*



You'll need lots of balls to play this intensely delirious puzzle game!

Coming in March '99!



SUNSOFT



All names and logos are the registered trademarks of their respective companies.

Nintendo 64 Review

- **Size:** 128 Megabit
- **Style:** 1 Player Action/Adventure
- **Special Features:** 2 Playable Characters (Reinhardt & Carrie); Enhanced Enemy Targeting; Skeletons; Item Shop; Even More Skeletons (Some Riding Motorcycles); Controller Pak Required
- **Replay Value:** Moderate
- **Created by:** KCEK for Konami
- **Available:** Now for Nintendo 64

Bottom Line: 6.5



Skeletons constantly swarm the hero, creating an unrelenting scene.



Castlevania's opening moments are action-packed, but lack variety.



What?



What do you require?



As with Zelda 64, Castlevania comes equipped with advanced enemy targeting.



From Dusk Till Dawn? Castlevania 64



Wo all have our family jewels and the Belmont clan has its family whip. For generations now, each and every Belmont (born with a little whip) has used this family heirloom to rid the world of the Dark Prince (a.k.a. Dracula, the Lord of the Vampires, Mr. Sucky Sucky). The Belmonts train their heirs 8-10 for this moment, and so far, all who've stepped forward have succeeded in eliminating the undead threat. But now the Belmonts face their greatest challenge. And so does the entire Castlevanian franchise.

As with most of the best sales from the NES and SNES, Castlevania is now moving to the third dimension. This drastic change could rocket the series to new heights, setting the standard for years to come. But then again, this shift could leave the series frozen in its tracks, an argument for remaining in the second dimension. The future of the Castlevania games is contained in this Nintendo 64 release. Konami has merely moved two of its popular franchises into the 3D realm, one enjoying smashing success, and the other garnering crushing reviews. So can Konami launch Castlevania to the heights of Metal Gear? Or will it sink into the depths with Contra? Let's find out.

Right off the bat (no pun intended), this 6-1-bit Castlevania presents itself as completely different. Instead of controlling a big whip-wielding Belmont, you direct Reinhardt Schneider, heir to the Belmont clan. What the hell? Heir to the Belmont clan? Does this mean he's a sixth cousin, a friend of Richter's sister, or some sort of a pen pal? Lmao! Now, if you don't want to take on Reinhardt, you can assume the identity of a little girl named Carrie Fernandez. Yeah...right. Lara Croft would fit into this scenario better than schoolgirl Fernandez!

The character choices are definitely lame, there's no denying it. But Konami Computer Entertainment Kobe slaved long and hard to make sure the gameplay was up to the classic's standard. Yes, it is 3D, but like the Castlevanias before it, this one attempts to deliver non-stop action and classic platforming. Even though he's not a Belmont in name, Reinhardt controls his whip like the best of them. And as with Zelda 64, Castlevania comes packed with an enhanced enemy targeting system that allows you to stay tethered to the highly skilled opponent.

Each character comes equipped with two attacks. Reinhardt uses a whip and sword. Carrie employs magic and attacks close range with two chakras. In addition to these attack abilities, each character can acquire a third special weapon like an axe, dagger, holy water, or cross. To use these items, you'll first need to acquire enough gems (replacing the classic hearts).

The gameplay is fast-paced with action o'plenty. No matter where you go, there always seems to be a skeleton on your tail. Instead of placing the player in the middle of nowhere, this adventure is broken down into levels. Complete a certain number of tasks, defeat a boss, and it's on to the next segment. Both characters share the same quest, with subtle differences in a few bosses and end endings.

If you thought the PlayStation Castlevania was a stretch, then this 3D version will floor you. It may not feature the same gameplay techniques you loved years ago, and the cast of characters may not be the most appealing, but it still features a sinister bite that can entrance and engulf any gamer. ■



ANDY THE GAME JOURNALIST	
Concept	5
Graphics	5
Sound	4
Playability	3
Entertainment	5
6.5	OVERALL

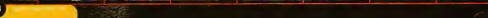
"This game is certainly evil, but not in the way it should be. Instead of diabolical creatures and a scary story, Castlevania 64 frightens the player with archaic animation and clumsy control. However, I can see the bright side of this adventure. For one, it's not a racing game (which does count for something). And two, well...it is somewhat entertaining. However, it is important to note that this game suffers from some serious repetition and absolutely awful music. Did I mention the bad voice-overs? Castlevania 64 is a slight (good) reminder of the past games made this one bearable, but its hard to believe how poorly put together it is. A little tender loving care and this game could have been awesome, but it was obviously rushed and it shows."

PAUL THE GAME JOURNALIST	
Concept	9
Graphics	8.5
Sound	9
Playability	8.75
Entertainment	9
8.75	OVERALL

"This game has a lot to live up to. It has been a long time since Castlevania has graced a Nintendo platform, and Konami waited more than 12 months in the first version for N64. Although I'm disappointed that Konami had to cut the original plans for four playable characters, I can't hold that against them. However, I think that the level design is rather dull and the camera perspective needs more work. There are plenty of instances when I struggled to see enemies or where to jump next. On the other hand, the game is extremely challenging and loaded with familiar Castlevania items and enemies. I consider this game to be along the lines of Zelda, but Castlevania is more limited in action, graphics, and control."

REINER THE GAMING JOURNALIST	
Concept	4.5
Graphics	7.5
Sound	8.75
Playability	5
Entertainment	4
6	OVERALL

"Konami sucked the blood and guts out of the Castlevania series and left behind this corpse of a game. This title could have been far greater if Konami had spent another six or twelve months in the development chair. But instead of this infamously bold new Castlevania that might have been, a half-baked attempt sits in its place. This Castlevania lacks the non-stop action and hawking platforming of the 2D versions. Replacing these necessities is general monotony (and a ton of it). From start to finish, the play is dreadfully boring. The action is decent and executed quite well, but the variety just isn't there to keep you engaged. The 3D engine, sound, and animation are all right on the money, so maybe there's hope for a sequel, but until that time, just pretend this one never happened."



Nintendo 64 Review

- **Size:** 256 Megabit
- **Style:** 1 to 4 Player Board
- **Special Features:** Over 50 Mini-Games; 6 Playing Boards; 1-Player Quest; 6 Characters; 3 Game Lengths; Tons of Hidden Stuff; Purple Dice
- **Replay Value:** Moderately High
- **Created by:** Hudson Soft for Nintendo
- **Available:** Now for Nintendo 64

Bottom Line: 3.5

Board Game Boredom

Desolation sweeps across the Nintendo 64 board game scene. Not even a quick part of Monopoly or the game of Life can be found on this 64-bit terrain. But don't hang up your dice just yet.

As we'll show, console insurance may have crumbled until it lands a good old-fashioned board game. Now, thanks to a joint venture by Nintendo and Hudson Soft, developers of Bomberman and...well, Bomberman, a board game...cometh.

And who better to star in the first Nintendo 64 board game than the legend himself. That's right, diceheads, Mario Party's name isn't mere coincidence. Mario is actually the star of this product. And get this! The entire cast from Mario Kart is here as well. Yee doggie!! All their wildy funny motions and crazy cartoon voices are here to tickle your funny bone over and over again. As with every Mario release, the red carpet has rolled out for this one as well. Mario Party weighs in at a whopping 256 megabit (the same as Zelda), and delivers tons of options and variety.

The majority of Mario Party centers around the board game. There are in fact, six different boards to choose from. Each board is designed completely different from one another. And it's not just the look. All of the boards also come packed with variances in skills and feats. However, all share the same lot of over 50 different mini-games.

As you move about the game board (just like in Monopoly or Life) you'll need to collect Coins. To capture these you'll need to land on a safe space (rewarding three coins) or find success in the mini-games. Almost all of the games are 4-player battles, but sometimes a 1-player game will rear its head. The games all last for about a minute and deliver diversity stretching across just about every known genre in the gaming world. That's right! Mario Party delivers racing, fishing, a wide variety of sports, platforming, and other strange events that make you conduct an orchestra, drill an outline of an image, battle for Coins, insert the key into a door, and dig through sand.

When you win events, you'll gain a fair amount of coins. You'll then trade in the Coins for Stars. Obtain the most Stars at the end of the game and you're the winner! To do this though, you'll be up for the battle of a lifetime and every skill from quick button pressing to catlike reflexes will be called upon.

Besides the massive board game, Mario Party also brings forth a 1-player adventure, which challenges you to beat all of the mini-games. For completing tasks or performing well (even in the board game) a ton of goodies can be purchased in the gift shop, including a bird that mimics the voice of each character. Punny! And a motherload of hidden stuff awaits as well.



Roll the dice, then maneuver across the board.



Send the mini-games to collect Coins...



...then exchange the Coins for Stars. Collect the most Stars and you win!!



Mario Party features over 50 mini-games.



Sometimes the puzzles are just too easy.



Some mini-games pit one player against the rest.

ANDY THE GAME READER

Concept

1

Graphics

3

Sound

5

Playability

3

Entertainment

1

2.5

OVERALL

"You'd think that a game with the words 'Mario' and 'Party' in it would be both fun and exciting, but nothing could further from the truth. The name is off, as the two words I would choose to describe this game are 'Satur' and 'Fortune.' Some of the games you must endure include the over-mundane crane game, where you mindlessly grab at things that you can never actually get. Or how about the fantastic Memory Match game? Actually nothing could save this game from its ability to put up to four people to sleep at the same time, not even its 256 megabits of bad graphics. Maybe notices who don't know any better will like this one, but I think I'll stay away."

PAUL THE GAME PROFESSOR

Concept

6

Graphics

7.5

Sound

5

Playability

2

Entertainment

2

5.5

OVERALL

"This is the game you pop in when your sister, grandma, or anyone else who rarely touches video games wants to play. It's simple and filled with cute little puzzles, and it has a board game format that grandma can relate to. To Mario Party's credit, this is the perfect game for the under six crowd. However, the experienced gamer will get more enjoyment out of making this title. Making fun of the lame pipe maze (or the equally stupid break the bowl) is the best part of the game. Mario Party is worthless and basically fills a void in Nintendo's first quarter slump. Seriously, there is no way that this game is worth the cash - even if you are looking to buy a game for grandma."

REINER THE GAMING GURU

Concept

1

Graphics

4.5

Sound

5

Playability

.25

Entertainment

.25

2.25

OVERALL

"I stepped up to this review as a video game veteran, ready for anything. I've played every single N64 title out there, and have seen many signs and sounds. But even with this experience behind me, I wasn't prepared for what lurked within this N64 release. No game has assaulted me with this kind of ferocity, and no game has taken as many jobs below my belt as Mario Party. It seriously hurts to play this title. And no, it's not designed specifically for children. Even the kiddies will find Mario Party and its plethora of mini-games to be extremely boring and more of a chore than anything else. Heck, I'll wear a red again. I'd run from this game like I would a spanking. As a matter of fact, I'd probably like to end and take the spanking rather than play this god-awful game again."



Rude, Crude,
and in the Mood

Nintendo 64 Preview

- Size: 128 Megabit
- Styles: 1 to 4-Player Action
- Special Features: Play Through Multiple Time Periods; 1st or 3rd-Person Gameplay Views; Deathmatch & Cooperative Modes; 15 Different Enemies (Plus Extra Bosses); 18 Different Weapons; 20 Levels Spanning Through 4 Different Time Periods; Secret Areas; Rumble Pak, Controller Pak, & Expansion Pak Compatible
- Created by: Eurocom for GT Interactive
- Available: March 19 for Nintendo 64

40% Complete



Pure-blank pig blasting



The alien's just to kill in pink



Duke Nukem starring Johnny Bravo



Isn't you a little short for a Duke Nukem?

Duke Nukem is definitely one busy character. Appearing on all the current platforms, as well as in a PC series that is well-known to gamers and non-gamers alike, Duke has over ten games, spanning from 1991 to now. And Duke is not afraid of change, either. From the side-scrolling action of Duke Nukem I, to the in-your-face first-person action of Duke Nukem: Total Meltdown, he's seen it all.

But it seems that lately, looking at the king's butt is all the rage. Taking a page from the recent PlayStation Incarnation Time To Kill, Zero Hour can be played in third-person mode. However, the control is nothing like Tomb Raider, which TTK was obviously modeled after. Instead, the control is just like any first-person shooter, with fast-paced shooting action and lots of mobility. The camera can also be moved to a first-person perspective for those who prefer it. The best part of this whole setup is that the camera is always in a place that doesn't get in the way. If Duke's in a small spot, the camera gets in close, and Duke becomes transparent, enabling a full field of vision. Duke can run in any direction, as well as jump. This gives him the motion he needs to blast pig cops, giant lizards, and mutated humans to smithereens, all while delivering off-color remarks.

Speaking of off-color, the areas are filled with suggestive statements on billboards, like a sign that says "Lee's Golden Showers." There are also the typical parodies and caricatures to tickle the funny bone that you would expect in a Duke game. One of the first you run across is a Spice Girls knockoff. Yes, humor is not dead in Duke, even though he can kill a joke like nobody else. And there are many weapons at your disposal, 18 in fact, to keep the killing fresh, fun, and festive.

And the story...well, the story is pretty much the same as Time To Kill, except that here the aliens are using time travel to attempt to eliminate Duke's ancestors, thereby causing his extinction in "the present." Of course, Duke is a smart ol' perv, and sets off again through time to thwart the aliens' plans. Along the way, he'll end up in Victorian England, the old West, and an area where all times exist together in a mishmash of old and new. Over 20 levels await the hardcore Nukers out there; and with lots of enemies to kill, and even more weapons to obliterate them with, Duke Nukem: Zero Hour is one wild ride indeed.



A little bit of the original



Run-a-shoot action



Clue (Yes, sounds tasty)



The sniping rifle is rather accurate



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Running on Revamped Gex Engine; Voodoo & Tons of It; Puzzles; Warp Room; Voice-Overs; FMV & Real-Time Outscenes; Analog & Dual Shock Compatible
- **Replay Value:** Moderately Low
- **Created by:** Crystal Dynamics for Eidos Interactive
- **Available:** Now for PlayStation

Bottom Line: 6.75

Is He Gutless Too?

Akuji the Heartless is the first of many Crystal Dynamics titles to utilize the Gex: Enter the Gecko engine. From the dynamic lighting to the structure of play, you'll be reminded now and then of the appealing Gecko. Unlike Gex though, Akuji isn't about wit and charm. This title is extremely sadistic and light on the jokes. The main idea here is to thrust gamers into a dynamic adventure that delivers just as much story as it does heart-pounding action.

In last month's issue we blew out Akuji, taking an in-depth look at every inch of the game. Since that time we've learned a few things and found a solution to Akuji's biggest drawback. In case you didn't yet know it, Crystal Dynamics has a camera crisis on its hands. Gex's only problem was the loose and often dizzying camera. You may also have experienced the camera difficulties in the Legacy of Kain: Soul Reaver demo. Well, the release of Akuji brings forth a big gasp of relief on this score. The camera is still a little on the confusing side, but it's no longer a serious hassle to manipulate it to your liking. By double-clicking the Akuji cam, the camera will quickly swing from its current location to a comfortable position behind Akuji's back. While the camera work is a distant cry from perfection, it is a step in the right direction, hopefully just the beginning of the improvements that we'll see in Soul Reaver.

The gameplay in Akuji is fast and loaded with hand-to-hand combat. If an enemy (like a boss) is too powerful for Akuji's hand-mounted talons, then switching to the art of voodoo is a must. Similar to a Jedi handling a saber, Akuji is masterful with his tools. Everything from treballs and energy shields to powerful shockwave blasts can be launched from Akuji's hands. However, Akuji cannot manipulate one of these forces unless he first collects an icon representing the desired power. On the plus side, the voodoo can be used on the run, even while jumping. If you find yourself in a sticky situation, then unlock the beast within and, using your gifts, try all who oppose you.

Akuji is heavy on the platforming as well. All the environments require that you tackle some sort of feat. Maneuver past rolling boulders, keep clear of the burning lava, and jump from moving platform to moving platform.

Akuji is an ambitious project that rekindles the spirit of classic platforming and dives deep into a creative story. However, while the ancient 3D camera work and comparisons to Gex be too much for today's savvy gamer to take?



Most of the lighting and effects are impressive.



None. If I was a heart, where would I hide?

ANDY

THE GAME REVIEWER

Concept

7

Graphics

7.25

Sound

7.5

Playability

7

Entertainment

6

7

OVERALL

"Conceptually, Akuji is right on. A 3D adventure that involves voodoo magic and a main character with a huge claw on one arm is just the kind of sick and perverted thing I look for in video games. Unfortunately, this game has a lot of technical problems that distract from Akuji's fantastic tale. First of all, the camera sucks. While the do-it-yourself camera was acceptable a year ago, it isn't anymore. I refuse to spend as much time belling the camera as playing the game. Plus, the engine has a lot of problems. The old perspective level to sloppy control, which in the end makes the game tedious. If you like adventure games along the lines of Tomb Raider, check out Akuji. It's got tons of switches for you to flip. Otherwise, I don't see much that this game has to offer."

PAUL

THE GAME PROFESSOR

Concept

7

Graphics

8.5

Sound

8.75

Playability

8

Entertainment

5

7.5

OVERALL

"Some guy has his heart ripped out and he wants to look but... it seems to me that this is just a slight deviation on another title coming soon from Crystal D. So until that one comes out, I would keep your distance from this game. The level designs are excellent and the overall look is very nice, but once you see the game in action it is another story. The camera control is very cumbersome and this causes everything to come to a grinding halt as you attempt to get the right perspective for the next jump. Akuji does have a great soundtrack and nice outscenes, but that is little consolation because this game is fairly average. My advice is to wait until you see what Soul Reaver has to offer before dropping the bucks on Akuji. It may just be better to forget this game altogether."

REINER

THE MODERN GAMER

Concept

3.25

Graphics

7

Sound

7.5

Playability

6.5

Entertainment

3

5.5

OVERALL

"This story never really intrigued me. It's different and cruffy (I'll give it that much), however it's also completely insane and a serious waste of creativity. The game follows suit. Akuji should have been more like Tomb Raider: vast and rich in exploration and puzzles. But instead, the gameplay is like a mentally disturbed version of Gex, heavy on the platforming and frothy in design. The color palette in this title is way too worst (especially for a creepy voodoo scenario). The levels are extremely short and riddled with weak puzzles, and the gameplay is often choppy and hindered by poor control mechanics. If you are a manic depressive, easily angered, or fearful of anything evil, then stay away from Akuji the Heartless. It'll drive you to the brink of insanity."



SILENCE CAN BE DEADLY

suppression filter



www.989studios.com



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Based on Popular PC Title; Turn-Based; PlayStation Enhancements in Interface; New Beginner Mode; 21 Historical Civilizations; Uses 10 Blocks of Memory Card
- **Replay Value:** Moderately High
- **Created by:** Microprose/Human for Activision
- **Available:** Now for PlayStation

Bottom Line: **7.75**

If you envision a group of game producers and designers huddled in a conference room discussing what project will be "the next killer game," what is the first idea to come to your mind? A fighting game starring Steve Austin? A game like Resident Evil or Final Fantasy? How about a title that simulates 6000 years of organized culture and allows the player to develop trade, command armies, and advance technology all in an attempt to conquer the planet or leave it? Although the latter was probably the farthest from your mind, this game concept has been initiated in video games ever since a designer and programmer named Sid Meier adapted a board game called *Civilization* to a computer. Subsequently, this award-winning game, which spawned a sequel in 1997, has finally made its way to consoles.

Civilization II, like most strategy games, is a different breed than the average popular console game. It is not driven by dazzling images and special effects. The heart of the game is not the graphics, but the complex program that keeps track of every event and changing variable. There doesn't seem to be too much going on when you start on a small block of land with a few thousand settlers. This year is 4000 BC and you decide to start a new city next to a river. You may decide to build barracks for your small army or possibly attempt to

fortify your city. After a few turns you notice that almost 100 years have passed, and you decide to explore beyond your small cube of land. Over the next thousand years, your settlement will grow larger, new cities will be settled, and you may have to defend your territory against barbarian invasion. Whatever the scenario, an increasing number of challenges and decisions must be made as your civilization grows, and the timeline creeps toward the year 2000 AD.

A game can normally last about 12 hours which, for some players, will pass in the blink of an eye. *Civilization II* has an addictive quality that can keep you up through the night and thinking about the next game throughout the following day. Of course, this title is not for everyone, but *Civilization II* is not like most other games available for the PlayStation.

Control Your DESTINY

SID MEIER'S

CIVILIZATION II



You start the game in a small corner of a vast world.



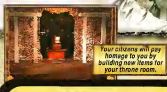
Your advisors will give you helpful advice.



A prosperous and great civilization has developed.



Military conflict is constant in the civilized world.



Your citizens will pay homage to you by building new items for your throne room.

ANDY THE GAME GEMMER

Concept

8

Graphics

7

Sound

6.5

Playability

9

Entertainment

9

8

OVERALL

"*Civilization II* is a great strategy game, and the incarnation for the PlayStation is more than adequate. It's been awhile since I played the PC version, but the second you pick up this game, you quickly become addicted to your quest to conquer the world, soon finding the hours on the clock flying by faster than Randy Moss on a post pattern. About the only problem I have with this version is the resolution, as it is hard to see some of the terrain bonuses; otherwise, everything from the throne room to the advisors are here in all their glory. If you like strategy games, and you missed it on the PC, definitely give this one a whirl as it is still one of the greatest."

PAUL THE GAME GEMMER

Concept

8

Graphics

6.75

Sound

7

Playability

8

Entertainment

9

7.75

OVERALL

"I missed out on the Civ II craze on the PC, but I remember a number of people in the office losing a number of days to this behemoth. It looks pretty dull at first, but I was sucked into this game almost immediately. Before I realized it, six hours had passed and I wanted to keep going. Don't make the mistake of not clearing a chunk off your memory card; it takes 10 blocks so be warned. The options this game has to offer are overwhelming and there are a ton of ways to play. However, I found the military strategy of my Norse ancestors to work the best—march the military down the opponents' shores. It's a brainless strategy, but a smart tactic the first time around. I suggest renting the game for a few days because some of you might get bored out of your gourd. Don't let the score fool you. I like this game a lot."

REINER THE GAMING GEMMER

Concept

9

Graphics

7.5

Sound

4.75

Playability

8.5

Entertainment

9

7.75

OVERALL

"Hopelessly addicted. I haven't fallen victim to a strategy game for quite some time, but *Civilization II* has me completely hooked to my PSX. This PC port is magnificent. Some of the artwork and options have been slightly altered, but the absorbing gameplay is still intact. The resolution is obviously worse, but the menus are still easy to read and the play is extremely fast and not hindered by loading or lags. The graphics are sufficient, but lack flash, and if *Civilization II* has any kind of downfall, it's found in the monotonous and annoying music. If you're going to play for hours on end, then you'd better hope you have your own tunes ready and waiting. To truly be engrossed (and successful), a general knowledge of world history, sheer resourcefulness, and intelligence are required skills."

A closer look at one of the cities complete with harbor, temple and granary

A look at the various units available in the game

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

A wide variety of units can be produced including buildings and personnel

stop it before
it multiplies.

[The plague.]



[Not the praise.]

["Stunning spell effects" —EGM]

["Deep, involving storyline...beautiful graphics" —GamePro]

["Beautifully rendered" —Next Generation]

["Loaded with exquisite music." —Gamer's Republic]

["Unravels like a good mystery...epic" —PSM]

["A highly interactive world." —PSExtreme]

[www.shadowmadness.com]



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action (3-Player Via Multi-Tap)
- **Special Features:** 7 Playable Characters (4 New); 125 Levels Throughout the Universe; Special Move for Each Character; Bonus Levels; Dual Shock & Analog Compatible; Level Specific Art; Interactive Objects
- **Created by:** Midway
- **Available:** March 30 for PlayStation

80% Complete

RAMPAGE 2 UNIVERSAL TOUR

Mayhem in the Solar System

When watching the Godzilla movies of old, it made many of us want to dress up in rubber suits and stamp all over a minuscule city. But we discovered that those rubber suits are kind of stinky. Fortunately for our sweat glands, Rampage came along. This game was inspired by classic monster films, such as Godzilla and King Kong, and based on an incredibly simple concept — Smash! Rampage puts you in the shoes of a giant monster and lets you destroy buildings, punch helicopters, and snack on the helpless civilians that sorry of your fate. Simply put satisfying, especially with a friend or two.

The Monsters

Before you begin your quest of destruction, you must choose a monster. George, Ralph, and Lizzie have been basking buildings for years since the original arcade version of Rampage appeared. But now this family of monsters has expanded in order to conquer the universe. Not only have these beasts migrated to home versions of Rampage, but the latest installment, Rampage 2: Universal Tour, introduces four new beasts. Mykusia is an alien boss character that can be unlocked; Curtis is a Mr. Hyde-like rat; Boris is an evil Rhino; and Ruby is a giant, red lobster.



The Story

Rampage 2 focuses on total destruction, but there is actually somewhat of a story hidden beneath the rubble. When the game begins, you can control one of the three new mutants — Curtis, Boris, or Ruby. The original three Rampage monsters have been captured, and it's your job to set them free. Smash your way through the levels as you make your way towards the prison where George, Ralph, and Lizzie sleep. Then you must win a final confrontation against the evil alien Puppet Masters.

Special Moves

Each character now has his or her own special move. Build up the power meter by eating food and then hit the X button to unleash the character's new ability. Ruby spins around like a cyclone with arms extended, destroying everything in his path. Curtis charges ahead with his mouth wide open, devouring anything in front of him. Boris the rhino charges like a...rhino. George performs an above-the-shoulder front splitter buildings on impact. Lizzie, like any good Godzilla rip-off, breathes fire. Ralph bops off the moon causing the glass on buildings to shatter. The most unique special move belongs to Mykusia. His single eyeball pops out of his head and then explodes to deliver damage.



Los Angeles

Washington D.C.

Seattle

The Tour

There are five large areas to visit and destroy in Universal Tour — North America, Asia, Europe, World Cities, and Outer Space. In all, these areas make up over 125 levels. Many of the cities in these areas feature unique landmarks. For instance, in North America, San Antonio will sport the Alamo, Seattle the Space Needle, Washington D.C. the Capitol, and New York the Empire State Building. Some of the European cities and landmarks consist of London and Big Ben, Paris and the Eiffel Tower, and Rome and the Colosseum. Some Asian cities include Himehime, Beijing, Bangkok, and Hong Kong. Some of the world cities are Rio, Sydney, Moscow, and Mexico City. But the big change to Rampage 2 comes in the Outer Space levels, some of which include the Moon, Mercury, Venus, Mars, and Phobos (no relation to the Leather Goddess of).

Legend of LEGAIA

Wild
at
Heart

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Role-Playing Game
- Special Features: Produced by Takahiro Keneko (Wild Arms); Unique "Tactical Arts" Battle System; 3 Character Party; Summon Spells; Analog & Dual Shock Compatible
- Created by: SCEI/Contrail for SCEA
- Available: Mid-March for PlayStation

80% Complete

A strange mist has fallen over the world of Legalia, blanketing the light and unlocking rage, madness, and a certain doom in all it has touched. With the entire land engulfed, the people and a species known as the Seru, a living substance that peacefully coexists with man, have fled to the Highlands, into underground bunkers, and to the gusty winds of the ocean. Here they are protected and safe...but only for a time.

All of the Seru that have been touched are now foot soldiers for the mist, penetrating the remaining bunkers and killing all opponents. In the small village of Rim Elm, the Seru attacked and tried to gain a victory for the mist, but something went wrong. And for the people of Legalia, a miracle took place. A Re-Seru, one of a group of mystical entities, appeared before a young man named Vahn and combined its power with his life-force to resurrect one of the legendary Genesis Trees. As the tree grew, the mist within the village dispersed and never returned. One small battle was won, and now the race to save the rest of Legalia is afoot.

THE DESIGN

Over 50 artists worked on Legend of Legalia, illustrating everything from subtle facial expression to minuscule costume detail. Yet, the overall look lacks any kind of flash or fireworks, instead relying heavily on dramatic camera work and smooth character movement to portray realism. The entire game is forged in polys, allowing the development team to be inventive with each and every scene and battle. Takahiro Keneko, the same producer who worked on Wild Arms, sat in the production chain on this project; and similarities between the two titles can be found in every corner and cavern, power and personality.

COMBAT MECHANICS

From the basic overworld to combat scenario, the characters' appearance changes drastically. During combat, the characters look more realistic, the animation is much more lively and fighting game-like, and the texture quality is improved. All of the battles are turn-based and take advantage of a unique "Tactical Arts" battle system to bring the action to life.

CHARACTERS



Legalia features an *isay-bity* cast, but each courageous individual has a ton of character. As in Wild Arms, the party consists of three (two male, one female). The main character also has blue hair, and the method in which each character is introduced and added to the party is nearly identical. One big difference though is the inclusion of the Re-Seru. Each character wears one of these strange creatures, communicates with it, and taps into its power for magic use.

TACTICAL ARTS

Each character comes equipped with a Spirit Meter. This red bar has one purpose—to store a combination of attacks. As the characters gain levels, the bar will continually grow, allowing for more attacks to be stored. The attacks are actually landing locations (head, mid with left, mid with right, feet). When you combine the attacks in a particular order, you'll stumble upon a special attack. Once executed, it will forever be archived.

MAGIC

Legalia's magic system is very odd. All of the magic is tapped through the Re-Seru; however, no abilities are available from the start. To gain a magical power, you'll need to capture an enemy. Very seldom will you have any say over when or whom you capture. Sometimes you'll need an item to snag an enemy, but otherwise it's completely random. When you do acquire one, it (and a variant of its most powerful attack) can be summoned in and out of battle.

STORYTELLING

Both CG and real-time scenes deliver the story in Legend of Legalia.



- Size: 1 CD-ROM
- Style: 1-Player Action
- Special Features: 2 Playable Characters; Game Experience Levels; Multiple Items for Use, Including Daggers, Stars, & More; Over 30 Sword Attacks & Blocks; Different Storylines; Over 20 Different Weapons
- Created by: Konami
- Available: April for PlayStation

50% Complete

Samurai Legend



Resident Evil Meets Tenchu

Practice makes perfect.



You can kill anyone in the game.



A couple of swipes later the streets are safe again.



The place is feudal Japan, where evil warriors are appearing from out of nowhere forcing the land into martial law. Fearing catastrophe, one of the lords asks his most trusted pair of samurai to rid the world of this warlike menace, and return peace and harmony to Japan.

Borrowing a couple of pages from two of 1998's most popular games, *Tenchu* and *Resident Evil 2*, *Samurai Legend* attempts to create a special action game. Choose from one of two characters: a samurai, with clothing that looks blood-soaked; or a female ninja, in ceremonial uniform. The game features lots of cutscenes, all done in real-time, to capture the story for the player. Similar to *Resident Evil*, players move from area to area, beating the crap out of all villains that cross their path. Each area has a fixed camera, controlling the viewpoint. Along the way there are small packages to be discovered, containing items most useful to your journey. Daggers, throwing stars, and health are among the objects found inside these packages.

However, unlike many of the current action games, *Samurai Legend* involves no stealth. Instead, a straight hack-n-slash approach is your only choice. Like in *Tenchu*, each character has a predetermined set of combos to use. The samurai can hit up to three times, while the ninja can hit up to five. Special attacks can be obtained by hitting a certain combination of buttons and then using a secondary weapon. When using this ability, for example, flaming daggers can be shot five-at-a-time.

Along the way, you'll visit towns searching for clues. The people in the towns can offer some great advice. Of course, if you don't like what they have to say, you can kill them, ridding yourself of their pesky counsel until you leave their town. Continuing on your quest, you'll find many different primary weapons to use, so keep a sharp lookout for anything shiny.

While searching for the evildoers that have brought this scourge upon the land, you'll encounter many different enemies. Ninja, other samurai, plank-carrying boos, they're all here, along with a healthy helping of bosses. There are also areas that allow the player to practice with a sensei. Wooden sticks are the only weapons used, however, so don't expect a serious amount of blood. Then after you are finished training, you'll venture back into the underworld of the samurai.

So has Konami hit on something here? Will this game idea fly with consumers? Are you wondering how those guys keep reappearing in each area? The answers to these burning questions about *Samurai Legend* will be answered soon in the hallowed pages of *Game Informer*.

"Hey! I'm Mr. Basket-On-The-Head Man! Gimme some dang candy!"



Death: it's such a pain in the neck.



Hack your way through the entrance.



Kind of like that scene in *Pulp Fiction*.



SAVING MOTHER EARTH

ALIEN RESURRECTION

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 5 Playable Characters (Ripley, Call, Johnson, DiStefano, or Christie); 13 Levels of Gameplay; Tons of Different Weapons; Use Onboard Computer To Solve Puzzles; Destructible Environments
- **Created by:** Argonaut Software for Fox Interactive
- **Available:** 2nd Quarter for PlayStation

50% Complete



Aliens. For some, the word is little more than a moniker for the X-Files generation. But for others, the name is a reminder of one of the coolest sci-fi movie series around. The mother of all sci-fi horror, the Alien franchise is world-renowned. From the writing of the story to the finishing touches by artist H.R. Giger, this tale has always been about violent atrocities and terror in outer space, as human-like-waged war for its future existence. Throughout the entire series, grotesque displays of blood and alien remains have expressed the world of the Alien, a world that almost collided with ours in the most recent installment, Alien Resurrection.

Now, in Fox Interactive's game based on this recent movie, players can take on the role of any of the five survivors: Ripley, Call, Johnson, DiStefano, or Christie. Take up arms in first-person view and attempt to debilitate and then annihilate the aliens before your ship crashes into Earth, bringing a terrifying alien menace to a world filled with unsuspecting people. Now that's tension!

Created by Argonaut Software, the makers of Starfox, Alien Resurrection hopes to further the third-person action genre. Taking a cue from Syphon Filter, Alien Resurrection allows you to shoot all the way around your character. No more stopping and firing up, hoping to hit the target; here, hit-and-run is the way to go. Arm yourself with one of many different weapons, all taken from the movie—a shotgun, a grenade launcher, a gun that looks like a thimble. These and other weapons will be in your arsenal. As you rock the bastards from another place, you will also be destroying the ship's rooms. Such highly destructible environments keep the bored mercenary busy, while he or she decides what to do next.

But this game is not simply about blasting aliens to smithereens. No, these Aliens are highly intelligent, and you have to outsmart them. To help you, Father, the onboard central computer, is available anytime you beckon. He can help you open doors, learn crucial information, and more. He also assigns you specific tasks to complete in order to destroy the alien hordes. A small readout in the corner of the screen tells the player what Father is doing at each moment, what he is working on, and what is happening in other parts of the ship.

As the summer draws near, it will be hard to think about anything sci-fi except for the imminent release of Episode I. So check out Alien Resurrection in between moments of jolosing. It could help to tide you over. ■



Import PlayStation Preview



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Fighting
- Special Features: Fast 3D Play; Massacre Quest Mode; Minigames; 11 Characters (With at Least 4 More Hidden); FMV Endings; Dual Shock & Analog Compatible
- Created by: Dream Factory for Square Soft
- Available: Now in Japan (U.S. Release Pending)

Translation Analysis Manageable - The fighting is easy to understand, but the Quest mode is fairly perplexing due to Japanese text.



In Battle Beach you compete in bottom-matching races.



The tale of Sissel is in your hands.

God Bless the PlayStation



Tifa loves the projects.



Vincent and his innocent pass a dandy threat.



In the Quest mode... in this range from a giant squid.



...to I, glove of different others.

Dream Factory has put together another complete fighter. The Arcade mode is as fast and ferocious as its arcade parent. And for those who have played the Total games, Ehrgeiz veers away from the sophisticated grappling system and delivers more counter and juggle play. However, the use of the 3D dimension still plays a hefty role in the basics of combat. Circle the opposition and seek out an opening, or make use of the multi-storied environments to set a trap. The use of projectiles is a little much, but some interesting strategies can be formed from their usage.

Other parts of the game are very strange. A handful of minigames, ranging from Truck & Field-like button-mashing races to an Otello-esque board game, pose a serious challenge. But the most mysterious of all is the Quest mode entitled Godless the Dungeon. In this mode two characters trek through multiple dungeons as they seek out new techniques and moves, weapons and armor, and treasures and gold. You start the quest as Kaigi Masuda, a powerful fighter who can really pack a punch. If he perishes, Clair Andrews, a combo artist, jumps in. When she dies, a well-rested Kaigi is ready. Back and forth, back and forth.

We can kick and scream and howl and scorn all we like, but all of Final Fantasy's horses and all of Final Fantasy's men couldn't force a U.S. release of Ehrgeiz. If you're loaded to the hilt, then you could always import the Japanese game; but if you trust our word, then save your cash. We wanted to review the Japanese version, but the abundance of Japanese text made us decide otherwise. There is a faint possibility that Square Soft could bring it Stateside, but if Total 2 is any example then don't count on it.

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports
- Special Features: MLB & MLBPA Licenses; New Home Run Challenge; Career Mode; Facial Expressions; Commentary by Buck Martinez & Jim Hughes; Analog & Dual Shock Compatible
- Created by: EA Sports
- Available: March for PlayStation

70% Complete



On the Comeback Trail



Although it seems weak that all of this year's baseball games have put the year 2000 in their title, in a way it's appropriate. With the exception of robots selling peanuts or playing first base, baseball is starting to resemble something out of the Jetsons. Every desired amenity exists for fans and players to indulge in. With swimming pools, nice restaurants in left field, majestic waterfalls, and futuristic salaries for players like Kevin Brown, baseball is leading the way into the next millennium.

Unfortunately, free use of the Electronic Arts corporate jet is not included with the purchase of Triple Play 2000 (TP 2K), but there are a number of other features. TP 2K has the MLB and MLBPA licenses and uses all 30 teams, their stadiums, and 1999 rosters and schedules. Plus, you'll find the standard modes like Single Game, Season, Playoffs, and a newly formatted Home Run Challenge. This year's Home Run Challenge takes you back to the home run derby days of the 1940's with three outs and one-on-one competition to determine the winner. In addition to those play modes, there is a Career mode that allows players to create teams and play through multiple seasons using a draft, point cap, and trading bank points.

As in EA's NBA Live, TP 2K incorporates facial expressions. For an added touch of realism, gamers can watch players use these expressions to demonstrate the disgust of a bad call, the thrill of winning, and the security one can get from a multi-million dollar contract. Look for EA Sports to deliver all this action on baseball's opening day this April.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Strategy
- Special Features: Over 40 Missions; Linked Campaign Maps; Create Your Own Vehicles; 2 Modes of Control (Point & Click, Battle View); 2 Modes of Play (Campaign & Fast Play); Research New Technology; Based on the PC Game, Skirmish Mode; Experience Points
- Created by: Pumpkin Studios for Eidos
- Available: February 28 for PlayStation

70% Complete

THE FUTURE OF WAR

WARZONE 2100

Since there are only a handful of strategy games available for the PlayStation, most strategy enthusiasts usually go the PC route. But let's say you don't have the economic freewheel to buy and continually upgrade a PC. Then, the PlayStation may be your only hope. Although it offers only a few games to choose from, at least titles like *Final Fantasy Tactics* and *Command & Conquer* are high-quality products. Now, there may be a new title to add to the list. From the folks at Pumpkin Studios and Eidos Interactive, *Warzone: 2100*, along with *Civ II* (see p.54), will be welcome as one of the few strategy titles PlayStation owners will see all year.

This game should interest fans of *Command & Conquer*, especially since Tiberian Sun won't arrive on the PlayStation for months to come. But *Warzone* is not simply a clone of this strategy master. For instance, in *Warzone* you can build your own units. And for more variation in these units, you'll have to research different technologies like armor-piercing bullets and half-track propulsion. Also, *Warzone* uses two styles of control. First, there is the traditional point-and-click style; and second, there is a Battle View mode that allows you to drive a tank and explore the terrain from the third person.

Warzone lets players rotate and zoom the camera, as well as assign units to four groups. One thing we like about *Warzone* is that when sending a group into battle, the repair vehicle automatically lags slightly behind to avoid as much enemy fire as possible – a very helpful detail considering repair vehicles cannot fix themselves. Look for this rare strategy title to surface at the end of February.

PlayStation Review

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports
- Special Features: 305 NCAA 1-A Teams & Arenas; Animated Crowds, Refs, & Coaches; Auto Defend; New Shot Meter; Icon Passing, Switching, & Cutting
- Replay Value: Moderate
- Created by: Wilmar Game for NBA Sports
- Available: Now for PlayStation

Bottom Line: 5.5

	ANDY	PAUL	REINER
Concept	7	8	7
Graphics	7	7	8
Sound	7	6	4.5
Playability	4	5	2.5
Entertainment	4	3	3.25
Overall:	5.75	5.5	5



Playing for Love, Not Money

Basketball is everywhere on console systems these days. Both the N64 and PlayStation are full of it, from sim games like *Live and ShootOut* to the arcade-style two-on-two slam fests found in *NBA Hangtime*. But titles mostly center around the pro game, and college basketball is left in the shadows. However, there are a couple of exceptions. If you long for the college game on your PlayStation, then you really have only two choices – *March Madness* or *Final Four*.

Final Four comes with a couple of new features. First, is the shot meter. For free throws and jump shots, a tiny meter pops up for more accurate and easier shooting. Little attention was paid to special moves, but while dribbling the ball you can hit a button to protect the ball making it virtually impossible for the ball to be stolen. The trade off is that the ball carrier moves very slowly. Another helpful feature is the "auto defend" button. When this is pressed, the defender sticks to his man like glue. You don't even have to use the d-pad. Now, if this feels kind of like cheating, you'll definitely like the CPU cheats when it repeatedly sinks layaway three-pointers through the outstretched arms of two defenders.

Other features of *Final Four '99* include icon passing, switching, and cutting for increased control over your teammates. *Final Four* also comes with a whopping 305 Division 1-A teams and three modes: Exhibition, Season, and Tournament. As with many other basketball games, the success of the computer opponent might seem a little shady; but overall, *Final Four* offers average competition from the college ranks.

Andy, The Game Hoarder

"*Final Four* is average in just about every sense. It does have a lot of teams, but the AI is pathetic. Plus, the defensive controls are weak and blurs the game's otherwise solid control."

Paul, The Game Professor

"Both of the college offerings are pretty weak this year. *Final Four* has a lot more teams and is a faster game, but the AI is extremely weak. The two-player game is absolutely boring as three-pointers are way too easy."

Reiner, The Ragging Gamer

"When you sink twenty 3's in a row, don't play any defense whatsoever (on the hardest difficulty), and still blow away the opposition, then you know there's something definitely wrong. NCAA is a graphics standout, but troubled beyond belief in play."





Everyone already knows quite a bit about Sonic Adventure. Even though its American release is a half-year away, hard-core gamers across the world are talking about it like it's the next big thing. Many have seen the fast graphics and diversity of gameplay. Others have been fortunate enough to see the game in action, with its high speed and fantastic animation. While some are completely fascinated by the game and the Dreamcast's abilities, others are highly skeptical. Of course, with Sega's somewhat marred history, it is readily understandable. Hopefully, Sonic Adventure will put the skeptics to pasture and shatter the limits of what we know as a character-based platformer upon its American release.

There are so many things to do in Sonic Adventure. Classic, acceleration-enhanced trailblazing is here at its finest, with areas whipping past at such a speed that it makes the player dizzy for a while. Play through the game as one of seven different characters, each with his or her own stories and endings. While playing, the stories overlap and Sonic will bump into other characters. The size and scope is not the most amazing thing about Sonic Adventure, however, it is the speed.

The exceptional processing power of the Dreamcast lets the gamer experience an insane level of speed, all without sacrificing a touch of detail. The Dreamcast draws the same amount of detail on the screen no matter the velocity, making one want to stop and check out the

surroundings. Small details, like a butterfly flitting around and a school of fish in the water, are ignored the first couple of times through. But a situation eventually occurs where Sonic has to take a breather. When it happens, take a look at the little things. You'll be amazed. The flowing water, the leaves blowing by, the flames shooting out of a jet. It is all exceptionally detailed and vibrant.

The gameplay is set around a town where all of the action takes place. The environments are big and do not have one set path to them. Because all of the characters have different abilities, areas have been set up for each character to do something unique on each stage. Gamers will discover that the best way for Sonic is rarely the best way for the other characters. Also, there are character-specific levels which no one else will complete.

So, what is the verdict on Sonic Adventure? Well, honestly, it really can't receive a score yet. The game was obviously rushed, and small bugs and lots of severe camera problems occur during the course of play. So, be fair to the little blue guy, we give it a big fat "B" for incomplete. Hopefully, Sega already has a crack team of programmers hammering away at the code and ensuring the U.S. version of Sonic will rise from the ashes and become even better.



A New Look at an Old Friend



Amy



Big the Cat



E-102 Gamma



Dr. Eggman



Knuckles



Sonic



Tails

The Characters

There are seven different characters to play in the game, each with their own story and motive. Players start as Sonic and unlock new characters when he meets up with them. One of the characters is hidden, so there's no need to discuss him now. Here is the order:

- Sonic
- Tails
- Knuckles
- Amy
- E-102 Gamma
- Big The Cat

The Goals

Each character has a different basic goal, based on his or her story line.

- **Sonic:** Must get to the end of each level.
- **Tails:** Must beat Sonic to the end of each level.
- **Knuckles:** Must find three shards of Chaos crystals, using a variant of the hot/cold game.
- **Amy:** Must get to the end of each level, constantly avoiding a large robot.
- **E-102 Gamma:** Must destroy the other robots, who are out to destroy Sonic and friends.
- **Big:** Must find his mutated frog, who hopped off and got lost, through fishing.

The Abilities

Each Character has a different set of abilities. These enable the characters to get to special locations, as well as finish the levels in different ways.

- **Sonic:** Has Spin-Attack and Spin-Dash
- **Tails:** Can fly.
- **Knuckles:** Can punch, glide, and climb certain walls.
- **Amy:** Has a hammer, used for attacking and vaulting up to high places.
- **Big:** Has a fishing pole, used for catching fish and attacking long distance.
- **E-102 Gamma:** Has a gun that can lock on to multiple targets and he can hover.

Items

As you play along, you'll discover items that will enhance your abilities. These items are vital to the completion of the game.

- **Sonic:** Shoes, a Bracelet, and Item X
- **Tails:** Shoes and Necklace.
- **Knuckles:** Silver Claws and Gold Claws.
- **Amy:** Feather.
- **Big:** Green Peel, Item Y, and an Inner Tube.
- **E-102 Gamma:** Jet Booster and Gun Upgrade.

Dreamcast Preview



- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 7 Playable Characters; RPG Interface; Different Goals for Each Character; A Life System; Virtual Pet Raising via VMU; Intense Speed; Multiple Pathways on Each Level
- **Created by:** Sonic Team for Sega
- **Available:** Now in Japan (September for U.S.A.)

Translation Analysis

Manageable - Figuring out where to go is a little tough, but it can be done.



VMU

The VMU serves two purposes: 1) It is a zone to your Chaos creature, that you can take along with you and play with Tamagotchi style, raising his attributes for competitiveness, and 2) It saves your place. While playing, the Chaos creature does what you are doing, be it running, swimming, or jumping. Give him a name and play mini-games on the VMU, like a memory game and more. Bring the little animals (Knuckles) you capture from a level and "feed" them to your Chaos creature. There are many different Chaos creatures to find, and each has its own abilities. Also, you can catch your friend's Chaos creatures, hundreds of mini-stories.



Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1 or 2 Player Role-Playing
- Special Features: Unique Combat Interface; Brilliant Music; Soft Art Style
- Created by: Game Arts/ESP for Sega
- Available: April in Japan for Dreamcast (U.S. Release Unknown)



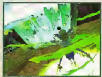
40% Complete



Another Chance



As the new year begins and the Dreamcast starts its ascent into the minds of gamers across America, one game will indeed stand out as a coveted title. Grandia, for the Sega Saturn, was one of the top sellers on the system, even generating hype on this side of the Pacific. The unique battle interface, the low loading times, the interactive environments, and the excellent artwork all came together in one glowing piece of interactivity. The game topped the charts for a few weeks.



Now, Game Arts is attempting a sequel. Grandia 2 features the same style of RPG with some Dreamcast-size upgrades. The combat remains similar to its Saturn counterpart, with the free-roaming action and zany movement. There are no front or back rows in battle, for your characters move about the screen with each action. This unique movement also comes into play when dealing damage. For instance, if an enemy is close to a character, more damage will occur. Multiple attacks are possible as well, also based on distance from the target.



Graphically, Grandia 2 is breathtaking. Still set in the same style that was laid out in Grandia, everything is now much smoother. The characters are in three dimensions rather than two, but continue to carry that very organic, alive look that gave the first such a distinctly artistic quality. As in Grandia, there are items that are moveable, shakable, and otherwise interactive, but we don't yet know to what extent.



So, will Sega (or a third-party) heed our early pleas for this title, guaranteeing its appearance in the United States? Nobody knows, but if there ever was a Final Fantasy killer in our midst, Grandia 2 is a sure contender for the role.

Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1 or 2 Player Shooter
- Special Features: Land, Air, & Sea-Based Combat; Tons of Vehicles; 6 Scenarios With 65 Missions; Power-Ups; Primary & Secondary Weapons; 1st, 2nd & 3rd Person Perspectives; Continue Game; Radar
- Created by: Raga Software for Imagineer
- Available: Now in Japan for Dreamcast (U.S. Release Uncertain)



Translation Analysis

Manageable - Pitting out what to shoot next is a chore



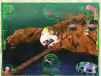
A Fine Port With a Subtle Bouquet



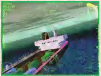
When the Dreamcast is released this fall in America, Sega hopes to blow the minds of American gamers with the help of a host of new software titles. But Sega will also throw in some recycled games. Last summer, Incoming was released for the PC and now it's headed for the Dreamcast.



In this visually stunning arcade shooter, aliens swarm down on the earth to take it over for their own evil purposes. It's a tired theme in games, but one that always sells. Of course, it's up to you to thwart those uninvited guests and let them know who owns this hunk of rock. A host of high-powered weaponry is at hand to blow the intruders out of the sky. You can get behind the sights of stationary turrets, helicopters, super-sonic jets, tanks, hovercrafts, flying saucers, and other fancy spacecraft. While unleashing their fury, you'll be whisked away to places like Kenya, the Arctic, North Atlantic, Vandenberg Air Force Base, the Moon, and the aliens' home planet located somewhere in the Crab Nebula.



As an arcade shooter, the concept of Incoming is simple—shoot and kill. But with tons of power-ups, the horde of pilotable craft, and wide variety of environments, Incoming breaks up the monotony pretty well. And thanks to an awesome graphic display, your eyes will be glued to the screen as you view the detailed terrain, lighting effects, and explosions that splinter craft into clouds of metal and send shock waves screaming across the landscape.



Whether or not Incoming will be released in the States is uncertain. However, we think it will arrive simply because, unlike many of the other Japanese Dreamcast titles, this one doesn't suck.

Dreamcast Preview

- **Size:** 2+ GD-ROMS
- **Style:** 1-Player Adventure
- **Special Features:** Dragon's Lair-Type Interface; Many Playable Characters; Time Moves the Same as Real Life; No FMV in the Game; Realistic Weather Effects; Pick Up Items & Clues; Motion-Captured Movements From Real Budo Fighting Experts
- **Created by:** Sega
- **Available:** April in Japan for Dreamcast (U.S. Release Pending)

25% Complete

*Simple,
Yet Elegant*



Yu Suzuki is famous for creating games that envelop players. OutRun, with its shaking steering wheel and multiple paths, was one of these. The classic Afterburner, which had a moving cockpit and hyper-fast action, was another. Then came Virtua Fighter, a defining and accessible fighting game that spawned legions of fans. With his next project, Shenmue, Yu Suzuki will attempt to make the same kind of mark with gamers.

As always, Yu Suzuki is thinking "outside the box." Packed with detailed features, like a constantly active clock that controls the climate and lighting, Shenmue pushes the envelope of design. By interacting with different items and people, you will uncover clues about what to do next. However, the game will not overwhelm gaming novices. Shenmue has a combat system easy enough for a child to understand. When an action sequence takes place, arrows appear. The player must react quickly and press in the correct direction. Basically it's like Dragon's Lair (or the office favorite, Cliff Hanger). Although this might sound boring, it could be fun if the action is set up correctly.

On the visual side, Yu Suzuki is proud that there is no FMV in Shenmue. All gameplay shots are of real-time footage. The characters look exquisite, and the detail is unsurpassed. Shenmue is the first title to give us a serious look at what is under the DC's hood, and it looks great.

So, Sega fans, expect to see Shenmue Stateside later this year. Sega of America announced it to the world in a press release, so apparently it is tooting its horn to prepare for a major release during the 1999 holiday season. If nothing else, it should be interesting to play Suzuki-san's first console-based project.

Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Role Playing
- **Special Features:** 5 Playable Characters; Randomized Dungeons; Wacky Creatures; Huge Spell Effects; Mechanical/Fantasy Storyline
- **Created by:** Sting for Sega
- **Available:** March in Japan for Dreamcast (U.S. Release Unknown)

95% Complete



*Machinery,
Magic, & Mayhem*



Evolution, by Sting, is another in the lineup of RPG titles announced for the DC. Five characters are at your control throughout Evolution. Mag Launcher, a 16-year-old adventurer, lost his parents when he was young. He was a major risk to society, and thus most adventure and find treasures to help settle the score. His butler, Gro Nado, takes care of Mag, helping with decisions and basically looking out for him. Linear Cannon, a mysterious young girl, lives with Mag as well. Mag's rival adventurer, Chain Gun, is about the same age as Mag. Although they are rivals, they are very close (much like Ryu and Ken of Street Fighter). Pepper Box, the final member of this motley crew of fortune-seekers, is a pro adventurer, having seen a fair share of dangers in his life. The three main (Mag, Chain, and Pepper) are able to control the Cyframs, a sacred weapon, which is at the center of the story.

During the adventures through five randomly created dungeons, players will discover many artifacts, some of which will be of use to the party, all of which can be sold. All five dungeons are open for exploration at any time, and change each time they are entered, similar to Azure Dreams or Diablo. Everything is shown in the traditional, top-down style of RPG, making it easy to navigate.

The battles in Evolution are grid-based formations, with characters taking on front, middle, or back positions. These positions, of course, help determine the amount of damage a character can deal as well as receive.

Can Evolution rise above in the cutthroat RPG market? With its beautiful graphics and intriguing play interface, this may very well be another major feather in Sega's cap come September.

6.25 Vigilance - Sage Soft

Vigilance, another first-person shooter, is very Baldur-esque. However, it should be noted that you can also play it in third-person. There is a good mix of outdoor and indoor environments, and the levels require players to complete a series of mission objectives that are explained in a briefing. One big difference is the inclusion of eight playable characters, each an expert in his or her field, which is usually some form of killing. Unfortunately, I have yet to notice a real difference between the characters' abilities. The enemies you face are not a group of terrorists. Each enemy has specific hit zones to encourage you to aim for the head and get the quick kill. Also, there are tons of decent power-ups and weapons to find. My observations may make it sound like this game has it all, but the level designs are boring and the graphics to-hum.



8.25 Return to Krondor - Sierra

Based on the literary works of Raymond E. Feist, Return to Krondor is a point-and-click adventure that plays a lot like Baldur's Gate, though it's a heavy fantasy element to the game. Spells, character classes, armor, and hit points, it's all here. Krondor's story kept me playing and looking for answers despite what I found to be a major flaw in gameplay—the combat. The combat moves painfully slowly. The turn-based aspect doesn't slow it down so much, but the individual characters often reposition themselves (at a snail's pace) in order to get closer to a selected target. It's a cool idea, but it often takes too much time. But a solid story, good graphics, and a ton of character attributes make Return to Krondor extremely enjoyable for me. If you like fantasy role playing and can live with combat that is extremely sluggish, then I recommend Return to Krondor.



5.5 Blood II: The Chosen - GT

Blood II is a mediocre first-person shooter at best. However, Blood II does stand out from the crowd in some ways. First off (as in the title), it's a war-themed game. There's quite a bit more blood in it. Blood II also has a full story that is continuously unraveled throughout gameplay with the help of cutscenes—if you play as Caleb (one of four characters). While weapons are pretty much standard fare, a couple are particularly wicked. For instance, the Singularity Launcher creates a black hole that sucks and destroys everything in its vicinity. The Orb is another nasty weapon that soaks out enemy skulls and bores tunnels into your brains. There is even an "Orb Cam" that lets you steer the Orb in the first person. Blood II has its moments, but overall I'd say stay away.



7.75 Dark Vengeance - GT

The fantasy theme continues this month with Dark Vengeance, a third-person action-adventure game from GT Interactive. The sound is horrid and the level designs are average at best, but the three playable characters help the game's replay value. Nenoi is a huge and powerful gladiator who uses short-range weapons. Jett is a fragile wizard who uses long-range magic attacks. Kito is a sort of measure of the previous two, relying on quickness, close-range weapons, and a variety of potions. Each character has his or her own specialized weapons and items, as well as a unique intro level and ending. There are also power-ups and a ton of Dark Elves to fight. There's a lot to like about this game, but the sound, control, and level designs aren't spectacular so I can't declare it a must buy. However, the three different characters increase replay value for single-player games and add strategy for multiplayer use.



7 Gangsters - Eidos

This strategy game is all about the me. As players head up a group of thugs in a decent-sized town in the 1940s. There's more to Gangsters than gold chains and murder, however, and I found myself immersed in some of the not-so-glorious tasks of a true wise guy. As a mob boss, you must divide your force and assign tasks such as recruiting, extortion, and collecting protection money. You also have to keep track of financial and legal matters as well as watch out for rival gangs and the cops. Essentially, you'll assign tasks to your minions and sit back and watch them perform over the course of a week, making the action almost turn-based. But you can interrupt a task and give new orders. The game almost runs itself, but when giving new orders, I was bummed to discover I couldn't group my thugs together. There's a lot to manage in Gangsters, I just wanted more action. If you are infatuated with the Mafia, you should check out Gangsters.



Preview Heroes of Might & Magic III - 3DO

There aren't too many turn-based strategy games with a fantasy theme, but fortunately for fans of the genre, Heroes of Might & Magic III (HOMM3) has a lot of new changes including eight new town types and 16 hero types (128 individual heroes). Each town will have two classes (might and magic), but the relationship between town and hero will be different. In HOMM2, the town type will determine the type of town found within. Another change in the game is that Castle Captains will be replaced by actual heroes by moving a vesting hero into the campaign slot of a town. Also, flying creatures will have unlimited range. Moreover, there are more artifacts (the Girdle replaces the Ultimate Artifact), and more skills like the implementation of four spell schools as secondary skills. Then from a visual standpoint, the combat and adventure screens will be 60% and 45% larger respectively.



Preview Metal Fatigue - Psygnosis

Sure, there are a million real-time strategy games out there, but Metal Fatigue might prove exceptional. In the story, three brothers discover a new technology revolving around huge robots called Combots. The brothers part ways and work for different countries, called CopoNations, that fight for control of various mining areas. Much of Metal Fatigue is standard RTS, but the Robots make it special. Each robot has its own crew to control it and scientists to develop new technologies. Combots can be equipped with sniper rifles, buzzsaws, Gatling guns, missile launchers, jump-jets, and more. Each CopoNation has its own technologies, but they can be captured from one another on the battlefield. Metal Fatigue also has separate background levels so that conflicts can occur simultaneously on the surface, below the surface, and on satellites orbiting the planet. You can even attack one location from another. Metal Fatigue contains 30 single-player and 30 multiplayer missions. Look for Metal Fatigue this spring.



8 Heretic II - Activision

Heretic II is the second third-person fantasy action-adventure game on this month's page. Both Heretic and Dark Vengeance have their own unique characteristics, but I give the nod to Heretic II. Neither game has particularly mind-blowing level designs, but overall, Heretic II's are a little bigger. Plus, the lighting effects and sound in Heretic II are superior. Of course, the downside to Heretic II, compared to Dark Vengeance, is that there is only one character to control. On the other hand, I like the control of Heretic II a lot better. That's because I prefer to use the mouse and keyboard when playing first- and third-person games, and it's difficult to use the mouse with Dark Vengeance. But overall, these games are incredibly similar, and I'm sure a lot of folks will prefer the variety of Dark Vengeance even if it is at the expense of easier control and better sound and lighting effects.



8.5 Baldur's Gate - Interplay

This game has been receiving a ton of hype. Yeah, it's just another RPG, but it's Dungeons & Dragons and it takes place in TSR's Forgotten Realms universe. You can even find references to popular Forgotten Realms books, most notably, the Dark Elf trilogy. Once, when I read to speak to a guard, he said, "I could beat Drizzt with both hands tied behind me back," in reference to R.A. Salvatore's popular character. The look and control of Baldur's Gate is undeniably similar to another popular interplay RPG, Fallout. The new Pause feature, however, allows you to stop the game at any time (even in the middle of an encounter) to select targets and prepare your party members for battle. But aside from the D&D angle, Baldur's Gate is just a slightly above average RPG. There are tons of spells, weapons, enemies, and stuff like that, but I thought the story was lacking and often had little interest in adventuring any further. Despite my grievances, I think D&D fans will enjoy Baldur's Gate.



ARCADE BRIGADE



Power Stone

**The First Naomi Game:
A Look at Power Stone**

Size: Standard 26" Arcade Cabinet
Style: 1 or 2-Player Fighting
Special Features: Fully Interactive
 3D Environments; 8 Playable Characters;
 Collect Stones To Become More Powerful;
 Use Objects In Arenas for Battle
Created by: Capcom
Available: Now On Test In Arcades

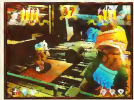


Power Stone is Capcom's first attempt on Sega's high-powered but inexpensive Naomi arcade board. Already being tested in some locations throughout the United States, Power Stone is a 3D fighter similar to Square & Enix's *Dynasty*. Full 3D movement for the characters within a closed arena makes for some interesting attacks. Leap off the rafters onto a paralyzed opponent, or send an adversary over a railing and onto the ground below. With eight playable characters, Power Stone hopes to alter forever the way people see fighting games.

The game itself centers around the same object as all other fighters: mauling each other. However, Capcom has offered up a few innovative ways to do the typical. First, there are three gems scattered throughout each level. As players pick up each one, they are granted certain powers. The gems can be knocked out of your possession, however, so beware! When you pick up three stones, you transform into an armored version of yourself. Boosting faster reflexes and vigorous projectiles attacks, players with all three power stones become mighty indeed. But this added juice does have a set time limit, so caution is advised.

There are three buttons used while playing Power Stone — jump, punch, and kick. As with all other fighters, different joystick and button combinations will allow for special attacks that are more advantageous or powerful than normal moves. By pressing punch and kick at the same time, different "actions" can be performed, like climbing a pole or tossing a barrel. Once players have learned how to use the surroundings to their advantage, they can achieve moves and attacks using the objects in the rooms.

So can Power Stone unseat the current king of the arcade fighting games, Tekken 3? Or will it be forever lost in infamy, much as *Star Gladiator* was? Well, with all the press the Dreamcast is getting, games will be in the know with anything and everything Dreamcast. This includes all the different arcade games based on the Naomi board. But will Sega's attempt to emulate one of Sony's key strengths prove successful? Or will Power Stone simply be rated on its own merits? Only time can tell, but Sega (and Capcom) fans everywhere are anticipating the release of Power Stone with extremely high hopes.



Star Wars Trilogy

Size: Deluxe 50" Cabinet or Standard 30"
Style: 1-Player Action
Special Features: Model 3 Step 2 Board;
 4 Levels Plus 2 Bonus Levels; Full Speech From Movies;
 Light Saber Dials; "Action" Button for Special Attacks
Created by: Sega
Available: Now In Arcades Everywhere

Bottom Line: **6**

There are only two saving graces for this pitiful excuse of a video game: (1) It's Star Wars, and (2) the graphics are splendid. Unfortunately, the gameplay is horribly limited and offers no replay value whatsoever. Basically you use a stick with two buttons (both of which do the same thing: fire) and head through each of the movies, taking the role of different characters. The entire game is track-based, and all you do is move a small cursor around the screen and fire away. Extra points are scored for special hits, like long-range or consecutive strikes. The entire game took about 25 minutes to complete, bonus levels and all. Although this is a serious waste of money for arcade owners, gamers should sit down and give it one run through. Heck, even at a dollar a pop you could finish the whole thing on a five-spell Net even the dukes with Boba Fett and Darth Vader can save this game, with its simple *Dynasty*'s *Lair*-like interface. In other words, it's boring.



Nintendo 64

Preview

- **Star:** 328 Megabit
- **Style:** 1 to 4-Player Action/Shooter
- **Special Features:** Redesigned Levels; Fully Customizable Controls (including Analog Sensitivity); Exclusive Deathmatch Arena; Rumble & Controller Pak Compatible
- **Created by:** Rastor Productions for Activision
- **Available:** March for Nintendo 64

80% Complete

Quake II

Quake II will make its console debut under heavy fire, challenging GoldenEye 007 and Turok 2: Seeds of Evil for action/shooter dominance on the Nintendo 64. id Software's Doom-alterthought found immediate success on the PC. On the other hand, even if in perfect form, Quake II could very well be slaughtered on the Nintendo 64. Both GoldenEye and Turok 2 deliver addictive and innovative single and multiplayer modes. Without the Internet, Quake II is nothing more than a polygonal version of Doom. To ensure that Quake II makes an impact, Rastor Productions has been summoned to handle the port. Exclusive multiplayer arenas (up to 4-player), redesigned regular levels, increased difficulty, and enhanced lighting are just a few of the changes that are planned.



Nintendo 64

Preview

- **Star:** 96 Megabit
- **Style:** 1 to 2-Player Sports
- **Special Features:** All 30 MLB Teams With Current Players; All 30 Team Stadiums; Dozens of Camera Angles; Varied Play; Career Mode Allowing Draft; Two-Man Commentary; Rumble Pak Compatible
- **Created by:** Trey Arch for EA Sports
- **Available:** March for Nintendo 64

80% Complete

Triple Play 2000

Sometimes it seems like winter will never end. But watching a preview of Triple Play 2000 by EA Sports for the Nintendo 64, you can almost smell the pine tar and hear the crack of the bat. Although it will be Triple Play's first installment for the Nintendo 64, if it's anything like its PlayStation brother, we're in for another grand day at the ballpark. With all 30 Major League Teams and their home fields, Triple Play 2000 also produces realistic play that incorporates everything from intentional bean balls to the home run chase. With player reactions, facial expressions, a Career mode, a draft, and even a fast-paced Arcade mode, it looks like EA Sports' baseball franchise will find success on the N64 as well.



PlayStation

Review

- **Star:** 1 CD-ROM
- **Style:** 1 to 2-Player Sports (Up to 8-Players Via Multi-Play)
- **Special Features:** 6 Modes; Over 240 Men & Women's Division I Teams; Great Play; Icon Passing; Monstrous Meter; 4 Difficulties
- **Rating:** Violent
- **Created by:** EA Sports
- **Available:** Now for PlayStation

Bottom Line:

5.75

NCAA March Madness 99

March Madness 99 has great graphics, excellent camera angles, and plenty of options and features. However, once we started to play the game, it really wasn't all that much fun. March Madness has the Dynasty mode, but we wished that during the first season, teams could play their actual schedules. For instance, the Gophers were playing Big Ten opponents in the middle of November while conference play doesn't start until January. We also found the control to be sluggish and the animation choppy. As with most basketball games, MM 99's AI is sub par. Point guards can basically score at will, and when playing defense, your teammates almost never rotate, leaving clear paths to the basket for the opposition.



FuncoLand

Bring Home The Fun

Character Art Contest Winners!



Grand Prize
Winner of the Tekken 3
Arcade System



Long Vo
San Jose, CA

1st Place Winners of a \$250 FuncoLand® Gift Certificate

Crystal Aura Wilson
Chicago, IL

Eric Chatel Jr.
Corona, NY



20 Recognition Awards Winners of a Life Size Tekken Standee



PlayStation Review

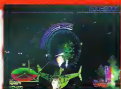
- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooting
- **Special Features:** 4 Ships To Pilot (Plus More Hidden); Non-Laser Missions; Power-Ups To Purchase; Many Missions; Simple Controls
- **Playby Value:** Moderate
- **Created by:** Games for PlayStation
- **Available:** Now for PlayStation

Bottom Line:

7

Blast Radius

Blast Radius could almost be called "Colony Wars Lite." In Blast Radius lies a game that will be mighty familiar to CW fans, but that offers less of everything. There are many missions, and they are non-linear, but the order to play is selectable, rather than based on mission-completion ability. Players can purchase power-ups, but the selection is extremely poor. As in Colony Wars, there are star streaks, explosions, and choices of craft, but all are limited. As with most Paygnosis games, the graphics are purty and in-your-face all the time. So when you are shopping for a new shooter, and you see Blast Radius on the shelves, think "Colony Wars Lite." That'll guide you on your purchase.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2 Player Racing
- **Special Features:** 4 Modes of Play; 6 Characters; Incomes; Attributes With Wins; 4 Race Courses; 2 Stadium Courses; Half Pipe; 4 Trick Ramps
- **Playby Value:** Moderate
- **Created by:** T3 Tokyo/PC for Capcom
- **Available:** Now for PlayStation

Bottom Line:

6

Freestyle Boardin' '99

Although Freestyle Boardin' '99 has all the makings of a good snowboarding game, it falls short. There are two problems: (a) the control, although simple, is not responsive, and is very limited in tricks; and (b) there are some problems with collision. Some ramps must be taken on a certain side, because the other side is blocked by an invisible wall. Also, when getting too close to another racer, falling and/or bumping occurs, even when there is no actual contact. The graphics are mediocre with small tears popping up everywhere, and they have an overall grimy appearance. Snowboarders in need of a fix might want to rent it, but everyone else should steer clear at all costs.



PlayStation Preview

- **Size:** 3 CD-ROM
- **Style:** 1 or 2 Player Sports
- **Special Features:** Full NBA & NBA League License; Slam Dunk & 3-Point Shootout Mini-Games; Create & Trade Players; Team Franchising
- **Created by:** Konami Computer Entertainment America
- **Available:** March 1999 for PlayStation

75% Complete

NBA In The Zone '99

While NBA fans, players, and coaches are looking at a shortened season, gamers can make up for lost time with Konami's NBA In The Zone '99. Just like all good basketball games, NBA ITZ '99 features many modes, from create player to the 3-point shootout and the slam dunk contest. Take a team through an entire season, keeping an eye on injuries, as well as the numbers your players put up. The AI is decent, with the refs refusing to give in, and the dunks mustering up some tight defense. Yes, just like the wrestling games, this game is loaded with tons of fantasy features to keep you occupied until next season rolls around.





Destrega

Destrega, from Koel, pits fighters against each other in huge 3D environments, utilizing long- and short-range attacks to win. The thing that makes Destrega appealing, however, is that characters have full 3D movement. They are not "tethered" to each other, and using the advantages of the environments is important to survival. Couple this unique interface with an exceptionally balanced fighting engine, and you have the simple yet captivating Destrega. The ensuing chaos will put off many gamers. However, if you can cast aside what you know about fighters and give Destrega a chance, you will get hooked. The only drawback is that all of the characters are similar, but few will notice (or care). It's that good.

PlayStation Review

- Size: 1 CD-ROM
- Style: 1 or 2-Player Fighting
- Special Features: 24 Playable Characters (12 Plus 12 Hidden); 5 Battle Modes; Story Mode; 32 Arenas; Dual Shock Compatible; Full 3D Movement
- Replay Value: Moderate
- Control: Joy-Drive; Pads for Koel
- Available: Now for PlayStation

Bottom Line:
8.25



Bomberman Fantasy Race

Although Bomberman Fantasy Race has some difficulty in the control department, this game is still a lot of fun. Choose your favorite Bomberman character and race on these cute little animals, all the while trying to blow up your opponents with bombs, rockets, and more. Save up some money and purchase a new ride, more power-ups, or tickets to enter higher-level, more monetarily productive races. Numerous touches, like a little man screaming out the name of each race, keep the game zany. If you can stomach the questionable control, you'll have a lot of fun. It also helps to eat a lot of sugar before playing.

PlayStation Review

- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing
- Special Features: Purchase Different Animals to Race; On: 6 Courses Plus More Hidden; Purchase Different Weapons to Use on Opponents; 3-Player Battle; 4 Time Trial Modes
- Replay Value: Moderate
- Control: Joy-Drive; Pads for Koel
- Available: March for PlayStation

Bottom Line:
7.25



Fisherman's Bait

Unfortunately, Konami was not concerned enough to get us a reviewable copy of this game before its release. However, we'll be nice to the slowpokes and let you know that Fisherman's Bait is one fun fishin' game. Combinin' fast, arcade-style gameplay with the action of tryin' to reel in a big'un, Fisherman's Bait is pretty excitin'. Choose from one of four different modes and compete on different lakes, each with unique hot spots based on location, time of day, and weather. Only bass are counted as game fish, however, so keep on your toes and avoid the wimpy fish as they will waste your time. Fisherman's Bait will be hittin' stores on February 15, so keep an eye out.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Action
- Special Features: 6 Types of Fish; 4 Lakes; 7 Tournaments; Dual Shock & Analog Compatible; Arcade-Style Gameplay; 4 Modes (Beginner, Training, Tournament, & Vs.)
- Control: Joy-Drive; Pads for Konami
- Available: Now for PlayStation

90% Complete

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 4 Worlds With 23 Levels; Arcade & Adventure Modes; 3 View Ports; Power-Ups; Mission Objectives; Continue Game; Dual Shock & Analog Compatible; FMV
- **Created by:** Leading Licensed for Nintendo
- **Available:** March for PlayStation

75% Complete

Centipede

Centipede has been revamped, but still includes the classic version. In the new rendition, you must conquer four colorful worlds comprised of 23 levels. Also, each level has basic mission objectives. In the first world, for instance, you'll have to rescue "wee citizens" and protect "wee buildings" from the evil centipedes. There are a couple of different enemies in the new Centipede, and the level designs are completely different from the original. Yes, there are mushrooms littered about; but since everything is now in 3D, a bit of exploration is called for in your new shooting craft that also has the ability to jump. Plus, you'll find various power-ups like shields and flame-throwers.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** Over 10 Weapons Including an Ion Gun & Vulcan Cannon; 4 Different Fighters; Multiplayer Battle Mode; Complex Controls; Dual Shock & Analog Compatible
- **Created by:** Nagrav Software for PlayStation
- **Available:** April for PlayStation

90% Complete

Eliminator

In this space-age shooter from Nagrav, you take command of one of four different space craft. Your mission? Well, that depends on the mode of play you choose—single player or battle. The 1-player mode is quite different. You race against the clock, across a treacherous stretch of track, while a heavily armed force of enemies awaits, convinced they'll have you wiped from the galaxy faster than you can say "space dust." Your goal in the 2-player mode is quite simple—blast the other guy. Not only do you get to annihilate him or her, but you can do so with quite a variety of weapons ranging from ion cannons to grenade launchers.



PlayStation Preview

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing
- **Special Features:** 6 Playable Characters; Unique AI Interface; Large Magic Spells Shown Using FMV; Over 60 Hours of Gameplay With Characters; Creative User Interactivity
- **Created by:** CraveWare for Crave Entertainment
- **Available:** April for PlayStation

60% Complete

Shadow Madness

From the makers of Secret of Evermore, Shadow Madness—Crave's upcoming RPG—is shaping up nicely. Instead of simply offering the mundane action sequences found in most RPGs, Shadow Madness tries to do things differently. For starters, any menu can be called up with a button. Also, the battles are more three-dimensional than other RPGs, as players can corner enemies, and vice versa. Most interesting is the FMVs that accompany the summoning spells. Huge blasts of light and color streak forth whenever a monster is summoned. Six characters aid you on your quest to discover what is causing the worldwide plague. Featuring over 60 hours of gameplay on 2 CDs, Shadow Madness seems indeed to be an RPGer's wish come true.





7th Cross

Check this out...you start 7th Cross as an amoeba. Then after you collect a lot of green stuff, you evolve into a lizard known as Evolution 1. From here, you kill various crabs and slugs to collect Evolution Points (EVP). Use the EVP to submit DNA pictures to unlock new arm, head, leg, or body parts for your creature. Each appendage endows different powers and allows access to different parts of the game. However, unlocking these different limbs is somewhat hit or miss. Basically, you draw different shapes or dots on a twenty-by-twenty grid and submit them. Sometimes you get what you want, other times you don't. Annoying to say the least. And once you get out of that dreaded pond, the game suffers horrible slow-down. The future of gaming, 7th Cross is not.



Climax Landers

The Dreamcast's lineup is starting to bolster itself with the release of some great RPGs like Climax Landers. Play as one of eight different characters, most of which are from other Climax games like Land Stalker and Shining the Holy Ark. Players will be able to travel through time and capture different monsters, raising them on the VMU. Along the way you'll encounter many different dungeons, all of which are randomly created. Although this idea has not really worked in the past for console games (Virtual Hydlide comes to mind), it should be interesting to see if Climax can pull it off. A release for the United States has not been announced, but keep your fingers crossed.



Tetris 4D

While Nintendo 64 gamers are enjoying one great Tetris title in Capcom's Disney-fad rendition, DC owns get something that's half-baked. Sure, it's Tetris, that much never changes, but (1) you can't battle against a computer opponent, (2) there aren't those funky shapes like in MTG; and (3) it's really slow. Even Hard (level 30) didn't move that fast, at least not compared to MTG. Nonetheless, it's a solid Tetris title, but the backgrounds will make you sick if you play too long. One really cool thing is that four players can duke it out together, à la Columns IV. That's the absolute best feature about Tetris 4D. We're still trying to figure out the 4D thing.

DreamCast Preview

- **Size:** 1 GB-ROM
- **Style:** 1-Player RPG
- **Special Features:** 30 Different Head, Arm, Body, & Leg Parts to Collect; Magic Spells Like Fire, Water, Lightning, Wind, & Heat; Bosses, VMU Compatible
- **Created by:** NEC
- **Available:** Now in Japan (U.S. Release Unlikely)

Translation Analysis

Playable - There is almost no text in the game and the menus are in English.

DreamCast Preview

- **Size:** 1 GB-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Time Travel Elements; Randomized Dungeons; 8 Characters; Monster Raising on VMU; Some Characters From Other Climax Games Are Included
- **Created by:** Climax for Sega
- **Available:** April in Japan for Dreamcast

80% Complete

DreamCast Preview

- **Size:** 1 GB-ROM
- **Style:** 1 to 4-Player Puzzle
- **Special Features:** Contractions; 30 Backgrounds; Up to 4 Players at Once; Bonus, Ambient, & Techno Music
- **Created by:** Bullet Proof Software for GB
- **Rating Value:** Moderately High
- **Available:** Now in Japan for Dreamcast (U.S. Release Unknown)

Translation Analysis

Playable - Only 1/3 of Tetris



Tiny Toon Adventures: The Great Beanztalk - PlayStation

Bottom Line: 4.75

Check full of beautiful animation, why one-liners by Plucky and Buster, hilarious outtakes, and even some surprise cameos by other Tiny Toon characters, this game is a hoot. Despite its entertainment value, it might prove a little trying for the younger audience. Along with a bit of choppiness in play control, the game gets a little lanky as you make your way up the beanstalk.

The Legend of Zelda: Link's Awakening - Game Boy Color

Bottom Line: 9.25

Link's Awakening DX is basically the same game that warmed our hearts on the good old black and white. But now it comes packed with a brand spanking new dungeon, printer compatibility, and a canvas of amazing colors. Zelda enthusiasts won't want to miss this release, even if they already played it years ago. It's a timeless classic.

Quest for Camelot - Game Boy Color

Bottom Line: 5

This game just got downright boring. With little variety in enemies, simplistic goals, and a dull storyline it was hard to hang on to this one for very long.

Pitfall: Beyond the Jungle - Game Boy Color

Bottom Line: 6.5

The animation is fantastic and the colors are definitely vibrant, but the generic link to its PlayStation forefather also brings tedious play mechanics. Harry's once again a scorpion-ridden/aud, but this adventure is totally bogus.

Gex: Enter the Gecko - Game Boy Color

Bottom Line: 8

We'd all love to be longed to death, but for those who hate Gex and his gecko chop, the tongue is something to be feared rather than...well, you know. Enter the Gecko shined on the PS-X, and it excels on the GB as well. Tons of levels, great animation, and addictive play make this one a winner.

Men in Black: The Series - Game Boy Color

Bottom Line: 4.75

We love the movie, and if we're up early enough, we'll watch the Saturday morning cartoon, but we'll never play this game again. MIB looks great on the GB Color, but the gameplay is complete misery. In your face monitory rules this cart.

THE ALPHAS

HELPFUL HINTS - PASSWORDS - CODES



Quarterback Club 99 - Nintendo 64

Enter all of these codes at the Enter Cheats menu. This month, we've been bitten by the generosity bug. Like Rogue Squadron, we've added Quarterback Club codes from the last two months. Now, you won't need to buy the last two issues (you cheap son of a pixel!).

Alien Stadium - SCILYMLDR
Huge Pylons - PWRPYLNS
Big Coin Toss - BGMNY
Huge Football - BCBILL

Unlimited Turbo - TRBMN
No Fumbles - STCKYBLL
Slo Motion - FRSTGMP
5 Downs - DBLDWNS
Cheat Teams - XTRTMS
Electric Football Mode - XTRVLTG
Always Fumble - BTTFRNGRS
He's On Fire! - HSNFR
Pinball Mode - PNBLL
Flubber Mode - FLBBR
Land Mine Mode - PPCNRRTNS
Super Kicker - PWRKCKR
Rugby Mode - RGBY
Raquetball Mode - RCQTBL
Slip Mode - SLPNSLD
Overweight Players - MRSHMLLV
Skinny Players - TTHPK
More Injuries - HSPTL
Opponent Scores 0 - RLSTN
Start With 12 Points - SHUTOUT
Fast Running - SPRTBMD

"The Rhino"
Toledo, OH



Top Gear: Overdrive - Nintendo 64

All Standard Vehicles - At the Main Menu use the analog-stick to highlight the following list. Stop at each listing and press Z. Here's what to hit: Credits, Championship, Championship, Versus.

All Bonus Cars - Follow the same technique that you just used for the Standard Car code. But this time stop at: Credits, Versus, Set-Up, Championship, Versus, Versus.

Unknown

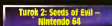


BattleTanz - Nintendo 64

Enter both of these codes at the Password screen.

All Gangs (Campaign) -
LTSLTSGNGS
Storm Ravens Gang -
WNNRSMRTR

"Virtual Gap Boy 2000"
Phoenix, AZ



Turb 2: Seeds of Evil - Nintendo 64

Enter both of these codes at the Cheat Menu.

Juan's Cheat - HEEERESJUAN
Zach's Cheat - AAHG00

Sam & Twitch
New York, NY



Glower - Nintendo 64

Cheat Mode - From the starting castle, walk to the left, over to the swinging owl. Press A and the owl will make eight sounds. Press Start and use the C buttons to copy the owl's sounds. Repeat the sequence perfectly and you'll get a code. To make your lives easier, we've listed all of the codes below. However, if you feel adventurous, challenge the owl.

Unlock Froggy - Up C, Right C, Down C, Right C, Up C, Left C, Left C, Up C

All Portals - Up C, Right C, Right C, Down C, Left C, Down C, Up C, Right C

Tilt Camera - Left C, Right C, Up C, Up C, Down C, Right C, Down C, Right C

Enemy Ball - Left C, Down C, Up C, Right C, Left C, Left C, Down C, Down C

Mad Gerbies - Down C, Right C, Down C, Up C, Left C, Down C, Left C, Up C

Fish-Eye View - Left C, Right C, Left C, Right C, Left C, Right C, Left C, Right C

Turn Off Cheats - Down C (x8)

Danny Glover
Oakland, CA



South Park - Nintendo 64

Enter this code at the Cheat Menu.

Master Cheat - BOBBYBIRD

Dave "It's a Bad Game, But I Bought It Anyway" O'Connor
Hilton, IA



Milo's Astro Lanes - Nintendo 64

Enter both of these codes when it is your turn to bowl.

White Dwarf - Right, Right, Right, Left, Left, Left

Mega Ball - Left, Left, Right, Right, Left, Right

Carl "Switch Hitter" Lorington
Round Back Woods, GA



Asteroids – PlayStation

Enter these codes at the Press Start screen.

Fourth Ship – Hold **Select** and press ▲, ●, ●, ▲, ●, ●, ■
Level Select/Invincibility – Hold **Select** and press ■, ▲, ●, ▲, ▲, ■, ● (then during gameplay press **Start** and **Select** simultaneously. Choose the level, then tap L1 to warp.)

Extra Life (Classic Only) – Up, Down, Left, Right, ●, ■, ●, ▲
+99 Lives (Classic Only) – Up, ●, Down, ▲, Left, ■, Right, ●
Invincibility (Classic Only) – Down, Down, Up, Up, ●, ■, ▲, ▲

"The VidMan"
 Uptown, MN



O.D.T. – PlayStation

Enter all of these codes with the game paused.

Refill Health – Left, Right, Left, Right, ■
Refill Ammo – Left, Right, Up, Down, ●, ■
Refill Mana – Left, Right, Left, Right, ●

Laura Dem
 Orono, SD

Tiger Woods 99 – PlayStation

Taunts – In a multiplayer game (with two or more human players) press L1, L2, R1, R2, ●, ■, ▲, or ● to fluster the opposition.

Blow Away the Range Cart – Enter the Driving Range through the Practice Facility and hit the range cart three times to make it explode.

Jarvis Yakameke
 Winsey, MA



Psybadek – PlayStation

Enter all of these codes at the Password screen.

Level Select – GOANYWHERE
Invincibility – DONDACHAOS
Nine Lives – DONTDIONNE
Huge Characters – INULLPUT
Tiny Characters – SIZOFANANT
Speedy Dek – DEKPOWERUP
Putz Dek – CLAPPEDOUT
Low G – WALKONMOON
Upside Down – TOPSYTURVY
Infinite Jelly – JELLYJELLY
Slip N' Slide – GREASEDDEK

Peter "12 Inch" Power
 Long Pier, MI



Wild 9 – PlayStation

Enter all of these codes from the pause screen.

Red Beam Mode – Right, Up, Left, ●, Up, ●, ●
Add 10 Missiles – ●, ●, R1, Right, ▲, ●, ■
Add 10 Grenades – R1, ●, R1, Right, ■, Right, ■
Restore Health – R1, ▲, L1, Left, ▲, ●, ●
Unlock All Levels – Up, Left, Down, R2, Right, ●, ●

Dinko Haboo
 Philadelphia, PA

Street Fighter Alpha 3 – PlayStation

Note: These codes were compiled using a Japanese version of the game. However, we strongly believe that these techniques (along with the moves we printed last month) will be in the finished U.S. version as well. Call it a hunch!

Evil Ryu and Guile – Build a World Tour character to level 30 and 31, then beat the bonus rounds featuring the hidden characters.

Shin Akuma – Build a World Tour character to level 32, then head to the Character Select screen. Highlight Akuma, hold L2, then press any button.

Battle Super Akuma (Final Battle) – Enter Final Battle mode and select any character. Now, hold L1 and L2 until the Versus screen appears. Akuma will take the place of M. Bison.

Alternate Introduction Sequence – Unlock every single stinkin' ending (even for the hidden characters) and a snazzy new sequence will appear during the intro.

GI Droid
 (location unknown –
 last seen on the cany)

Star Wars: Rogue Squadron – Nintendo 64

Enter all of these codes at the Password screen. For those who missed out last month, we've included February's cheats as well. Bonus!

Unlimited Lives – IGIVEUP
View Credits – CREDITS
Enhanced Radar – RADAR
Control AT-ST – CHICKEN
More A-Wing Use – ACE
View Cinemas – DIRECTOR
Soundtrack – MAESTRO
All Power-Ups – TOUGHGUY
Pilot M. Falcon – FARMBOY

Pilot THE Interceptor – After entering FARMBOY, input TIEDUP. Then head to the vehicle select screen, highlight the M. Falcon, and hold Up on the analog stick for two seconds.

New Title Screen – HARDROCK (return to the Title Screen and let the demo begin. Press A and a new Title Screen will appear.)

Capturing Medals – You haven't truly played Rogue Squadron until you at least attempt to capture every medal. If you snag all Bronze (or better) you'll unlock a Beggar's Canyon level featuring a playable T-16 if you obtain all silver (or better) you'll unlock a Death Star trench run (with X-Wing's of course). And if you're truly a stud, snagging all Gold's, you'll unlock the Hoth battle (with speeders).

Sean "The Dark-Jedi" Davis



WCW/NWO Thunder – PlayStation

Enter all of these codes at the Title Screen.

Big Heads – R1 (x7), R2, **Select**
Big Everything – R2 (x7), R1, **Select**
Hidden Characters – R1(x4), L1 (x4), R2 (x4), L2 (x4), **Select**

Enter this code at the options screen:

Ring Select – R1, R2, R1, R2, **Select**. Everything you press **Select** (in this sequence) a new ring will appear. To scroll backwards through the ring list, press L1, L2, L1, L2, **Select**.

Gary Bisselhoff
 St. Louis, MO

ACCESS ALLIES

OPERATION: CODE HUNT

Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape. Or, if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

Nintendo 64

Castlevania
Magical Tetris Challenge
Mario Party
Pewey Wars

PlayStation

Civilization II
Clock Tower II: The Struggle Within
Condemner
Dead In the Water
Gusty Gear
Monkey Hero
Syphon Filter
WCW/WWF Thunder

Game Boy

Oddworld Adventures

Send Secret Access Requests To:
Access & Allies • Game Informer Magazine
10120 W 78th St • Eden Prairie, MN 55344

E-Mail: access.allies@gaminformer.com

Secret Access Notice:

Send Game Informer Your Passwords and Codes and Win!

Send in your codes and passwords, and if we print them you'll be entered in the Game Informer/ASCIIWARE Secret Access Contest. The Grand Prize is an ASCIIWARE product of your choice.

PlayStation

ASCII Pad
Specialized ASCII
ASCII Arcade
Stick
Enhanced ASCII
Pad
ASCII Carrydog
Mach I
ASCII Grip

Saturn

ASCII Saturn Stick
Super NES
ASCII Pad SN
Super Advantage
Rhino Pad SN
Genesis
ASCII Specialized
Pad
Rhino Pad SG

The runner-up will receive a Game Informer Secret Access T-Shirt to complement his/her wardrobe.

Send To:

Secret Access

Game Informer Magazine
10120 W 78th Street
Eden Prairie, MN 55344

E-Mail:

secretaccess@gaminformer.com



Test Drive Off-Road 2 - PlayStation

All Cars & Tracks - At the Main Menu hold **Select** and tap **L1, Left, L2, Right, L2, Left, L1, L1**.

Extra Vehicles - Enter Single Race or World Tour, then at the Transmission screen hold **Select** and input the code for the desired vehicle.

School Bus - **L1, Up, L2, Down, Down, L2, L2, R2**

Ice Cream Truck - **R2, L2, L2, Down, Down, L2, L2, R1**

Black Widow Truck - **R1, L2, L2, Down, Down, Up, L2, L1**

Yaga "Son of Reik" Metasu
Washington, DC

Marvel Super Heroes Vs. Street Fighter - PlayStation

To unlock these secret characters, follow these commands at the Character Selection screen.

Armored Spider-Man - Highlight Spider-Man, hold **Select**, then press any punch or kick.

Mephisto - Highlight Omega Red, hold **Select**, then press any punch or kick.

U.S. Agent - Highlight M. Bison, hold **Select**, then press any punch or kick.

Shadow - Highlight Dhalsim, hold **Select**, then press any punch or kick.

Mech-Zangief - Highlight Blackheart, hold **Select**, then press any punch or kick.

Dark Sakura - Highlight the Hulk, hold **Select**, then press any punch or kick.

McFarlane Hulk - Enable and choose Dark Sakura, then choose the Hulk as her partner.

Dan Explosion - Choose Dan, then hold **WP** until the words fight appear.

"The Rhino"
Toledo, OH

DO NOT ENTER

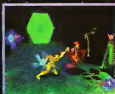


Spyro the Dragon - PlayStation

Enter both of these codes from the Inventory menu located on the Pause screen.

99 Lives - **■ ■ ■ ■ ■ ■ ■ ■ ■ ■**
Up, ●, Left, ●, Right, ●
Level Select - **■ ■ ■ ■ ■** Left, Right, Left, Right, ●, Up, Right, Down

Zoro, The Straight Blade
Vermada, NM



Akui The Heartless - PlayStation

Enter all of these codes from the Pause screen. Note: These codes were tested on a Beta version and may not work on the finished product.

Invincibility - Hold **R2** or **L2** then press **Right, Right, Left, ▲, ✕, Up, ●, Left**

All Levels - Hold **R2** or **L2** then press **Left, Up, Up, ▲, Right, ■, Left, ▲, Up, Down, Right, Right**

GI Droid
(location unknown)

Destrega - PlayStation

Dynasty Warriors Characters - Beat 1P Battle with any character, then head back to the Character Select screen and press Start on the icon of the character you just beat the game with. A Dynasty Warrior will take his or her place. Note: This technique works for all of the characters.

John "Loving Man" Beaskids
Abusington, RI

Darkstalkers 3 - PlayStation

To unlock all of these characters follow these commands at the Character Selection screen.

Marionet - Highlight the "P" box and press **Select** (x7).

Shadow - Highlight the "P" box and press **Select** (x5).

Sean Davis
Flint, Michigan

Nagero: Deception II - PlayStation

Start With Cash - Simply start a new game and input your name as ASTARTE to begin the quest with a whopping \$2800 in the bank.

Irvine Enlivi
Shakak, MI



Oddworld: Abe's Exoddus - PlayStation

Segment Skip - During gameplay hold **R1** and press **●, ●, ✕, ■, ■** to skip to the beginning of the next path.

"Zit Man"
Diaphra, NJ



Pitfall: Beyond the Jungle - Game Boy

Enter all of these level codes at the Password screen.

Underground Caverns -

FLTYWTRS

Volcano - GNGDWN

Prison - BNGDMSD

Scourge - SWPNGBLW

Paul Johnson
Walkerton, KY

The Legend of Zelda: Link's Awakening DX - Game Boy

Bonus Music - Start a new game and name yourself ZELDA (all caps) to unlock a frightening variation of the theme song.

Marc "Waffle Dong" Skeetch
Plano, TX

GeX: Enter the Gecko - Game Boy

Enter this code at the Password screen.

All Levels -



Kenny "The Gameasuar" David
Miami, FL

Men in Black: The Series - Game Boy

Enter all of these level codes at the Password screen.

Manhattan - 2710

Sewers - 1907

Aerodrome - 0309

Roof tops - 2705

Forest - 3107

Ending - 1943

Jimmy Johnson
Goranda, TN

NFL Blitz - Game Boy

Enter these codes at the Exhibition Match-Up screen. Start toggles the first digit, A the second, and B the third. Once the digits match the code press the directional command.

Night Game - 2, 2, 2, Right

Infinite Turbo - 5, 1, 4, Up

Invisible Receiver - 4, 3, 3, Up

No Pointer - 3, 3, 3, Left

No Fumbles - 4, 2, 3, Down

"Virtual Gap Boy 2000"
Phoenix, AZ



ATTENTION!

The codes below only work with the GameShark enhancer attachment.

GAMESHARK

VIDEO GAME ENHANCER

Important Notice:

If your GameShark is version 2.0 or lower (PlayStation) or 1.08 or lower (Nintendo 64), then you may want to upgrade it. For details on how to do this call 410-785-0064 to talk to an Interactive Accessories representative. What do the updates do? For Nintendo 64 the upgrade contains all of the Zelda codes built-in. You'll also have the ability to input key codes (required for many games). For PlayStation, you'll have access to use cheat codes for several other games that are locked from older GameSharks.

Invasion From Beyond - PlayStation

Infinite Scientists -

800856c8 0063

Infinite Component 1 -

800856c0 0063

Infinite Component 2 -

800856d0 0063

Infinite Component 3 -

800856d4 0063

Milo's Astro Lanes - Nintendo 64

Perfect Game -

800ac90 000a

800ac90c 000a

800ac908 000a

800aca14 000a

800aca20 000a

800aca2c 000a

800aca38 000a

800aca44 000a

800aca50 000a

810aca5c 000a

800aca5e 000a

March Madness 99 - PlayStation

Score 0 (Home) -

80015204 0000

Score 0 (Away) -

80016700 0000

Score 150 (Home) -

80015204 0096

Score 150 (Away) -

80016700 0096

Infinite Create Points -

8013e148 0259

Darkstalkers 3 - PlayStation

Infinite Health -

80100454 0120

80100456 0120

Infinite Health (P2) -

801c1228 0120

801c122a 0120

Xenogears - PlayStation

Note: This code requires a 2.2 (or higher) version of the GameShark.

Extra Items -

50003602 0000

800815c4 0101

50003602 0002

8008165a 0201

Star Wars - Game Boy

Infinite Continues -

0109a3ca

Banjo-Kazooie - Nintendo 64

These codes only work for GameShark version 1.09 or higher.

Look Out Code (Must Be

Entered) - de000400 0000

8124c9d8 1700

812876a4 1700

812d3d00 1300

Levitite -

d0281251 0020

8137f4bc 4360

Pokémon - Game Boy

Note: Entering these codes WILL erase all saved data. Beware!!!

Infinite Energy -

01f16d0

No Random Battles -

01033cd1

Infinite Cash -

019947cd

019948cd

019949cd

GAMES INDEX

Codes found in this issue:

Akai! The Heartless
Asteroide
Banjo-Kazooie
Battle Tnx
Darkstalkers 3
Destrega
GeX: Enter the Gecko
Glover
Invasion From Beyond
Kagero: Deception II
Legend of Zelda: Link's Awakening DX, The
March Madness 99
Mortal Super Heroes Vs. Street Fighter
Men in Black: The Series
Milo's Astro Lanes
NFL Blitz
Oddworld: Abe's Exoddus
O.D.T.
Pitfall: Beyond the Jungle
Pokémon
Payback
Quarterback Club 99
Star Wars
Star Wars: Rogue Squadron
Street Fighter Alpha 3
South Park
Spyro the Dragon
Test Drive: Off-Road 2
Tiger Woods 99
Top Gear: Overdrive
Turk 2: Birds of Evil
WCW/NWO
Wild's
Xenogears



SEGA

Sega Game Play Assistance
800-200-7342 (SEGA)
\$ 95 per minute for automated assistance and
\$1.50 per minute for live help.
Canada 900-451-5252
\$1.25 per minute automated

NINTENDO

Game Counseling
800-289-0757
\$ 95 per minute
Canada 900-451-4400
\$1.25 per minute
Nintendo's Automated Power Line!
1-425-885-7529

SONY

900-933-SONY(7669)
\$ 95 per minute

Note: These lines may not have information for all areas. If you're under 18, be sure to get your parent's permission.

This is your game.



This is your game on the blink.



ANY QUESTIONS?

Dust and dirt can damage your game system. The result? Poor picture quality, fuzzy sound and slow or "buggy" game play. Cleaning your system and games regularly will maintain high quality gaming and ensure a longer product life. Player's Edge cleaning kits will keep you and your system in the game.



Game maintenance products available from Player's Edge:

Cleaning Kits for: NINTENDO® 64 • SUPER NINTENDO® • NINTENDO® • SEGA™ GENESIS™
• GAME BOY® • GAME GEAR™ • MULTIMEDIA & GAME CDs

© 1997 Player's Edge. Player's Edge is a trademark of InterNet Accessories, Inc. InterNet Accessories is a trademark of STD Manufacturing LTD. Wireless, Wireless XL and Playgrove are trademarks of Playgrove. © 1998 Playgrove Ltd. Nintendo 64, Super Nintendo Nintendo and Game Boy are trademarks of Nintendo of America, Inc. Sega Saturn and Game Gear are trademarks of Sega Enterprises Ltd.

Availability of **FuncoLand**

PLAYER'S EDGE

**GAME PURCHASE WORTH
20 FIGHTERS EDGE
POINTS!**



**THE STUFF
FIGHTING LEGENDS
ARE MADE OF.**



Now you can choose your favorite heroes from the worlds of Street Fighter and Marvel Super Heroes to face off in a head-to-head battle for supremacy. And for the first time, team up any two characters in the brand new cross-over mode and experience an explosive tag-team challenge.

Dive into the action to perform outrageous moves and link together amazing Chain Combos... and delight in their devastating results. Marvel Super Heroes vs Street Fighter combines two incredible universes to create an entirely new legend of heroic proportions.

CAPCOM



RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!

